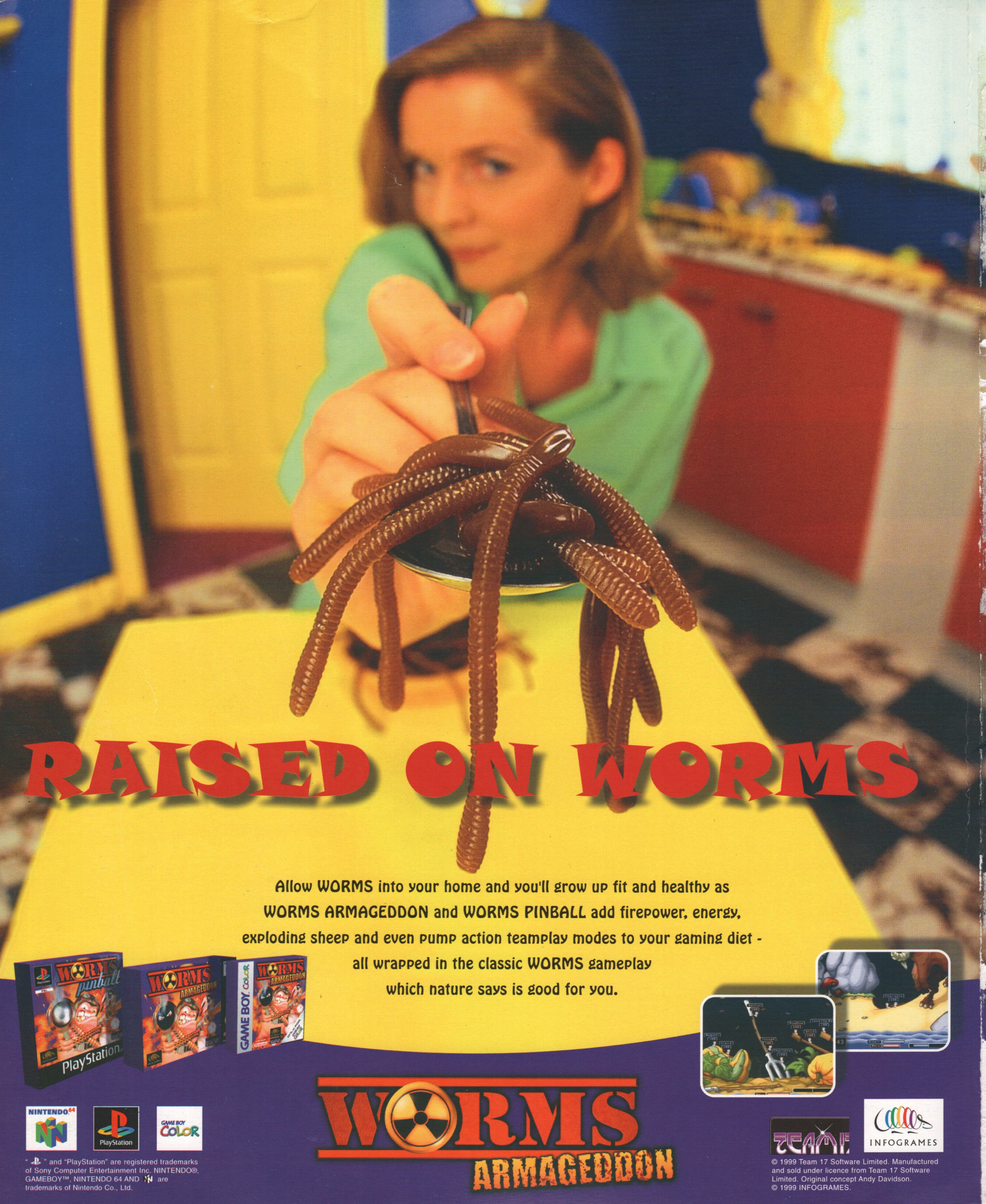


N64 MAGAZINE
THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!
DK64
Amazing new shots of Rare's ape-'em-up!
P44
POKEMON
Five pages of Pokémadness – see page 28!
N64 MAGAZINE
FREE!
YOUR FAVOURITE NINTENDO CHARACTERS DO BATTLE!
Find out how to play on page 12!
Battle it out with your favourite Nintendo characters!
N64 MAGAZINE
Pocket Battle Cards
Presented free with issue 35 of N64 MAGAZINE
If your free Pocket Battle Cards aren't attached above, check with your newsagent!
RESIDENT EVIL 2
Terrifying all-new shots! P8
JET FORCE GEMINI
Unmissable first tips! P86
WORLD'S FIRST REVIEW!
TUROK RAGE WARS
P50
PLUS!
GAME BOY COLOR
planet GAME BOY
P35
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ISSUE 35


RAISED ON WORMS
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all wrapped in the classic WORMS gameplay
which nature says is good for you.
WORMS pinball
WORMS ARMAGEDDON
GAME BOY COLOR
PlayStation
NINTENDO 64
PlayStation
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WORMS
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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Issue 35 December 1999

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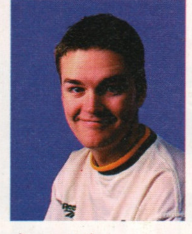


Next issue on sale Monday 29th November
To find out why it's going to be fantastic jump to



At 132 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; here's why...

- **Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.**
- **N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.**
- **Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.**
- **The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.**
- **We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.**
- **Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.**



War is swell...

You know we're getting closer to Christmas when games start just *appearing* in the office – and this Christmas promises to be the best yet for the N64! Next month we'll be kicking off the Yuletide period with a bumper Chrimbo issue, but for the time being there's still *masses* to look forward to, not least this month's fantastic *Turok: Rage Wars*. Mark spent hours toiling away at Acclaim's brilliant multiplayer game, and his – and the world's first! – review starts on page 50.

And that's just the start. Once you've got your teeth into our exclusive *Perfect Dark*, *Resident Evil 2* and *Donkey Kong 64* shots, you can marvel at the surprise of the month, *Rainbow Six*. Okay, so it's not perfect, but it's an absolutely terrific stealth-'em-up all the same. It frightened me to death, I tell you, and you can find out why on page 56.

Oh, and if all that wasn't enough, we've also got five pages of the best Pokémon coverage you'll see *anywhere*. Hope you enjoy the free gift, by the way. Turn to page 12 to find out how to play...

Tim Weaver
Editor



Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.



Flip to page 130 for a full index of this month's contents!




N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

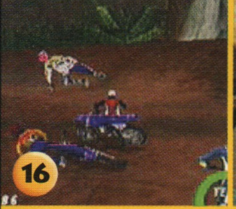
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Issue 35, December 1999

PLANET 64



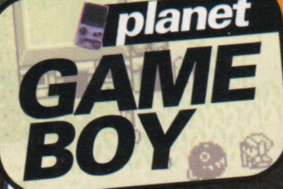


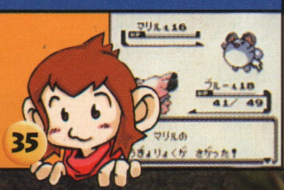






REGULARS





N64 ARENA

IMPORT ARENA



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WORLD OF NINTENDO
STARFOX SPLIT!
GUILTY! Link did destroy Gannon's castle



N64 MAGAZINE

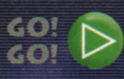
FUTURE LOOK

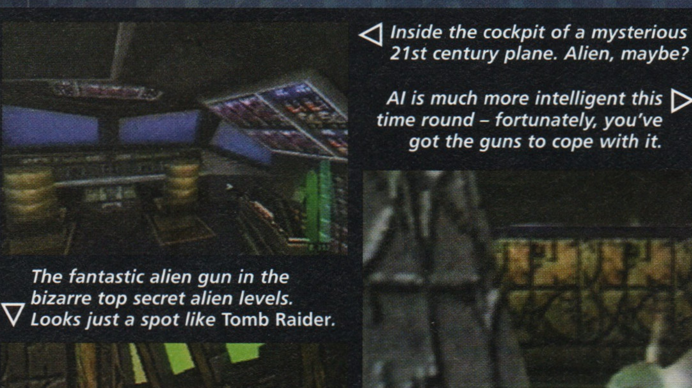
Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! GO! GO!

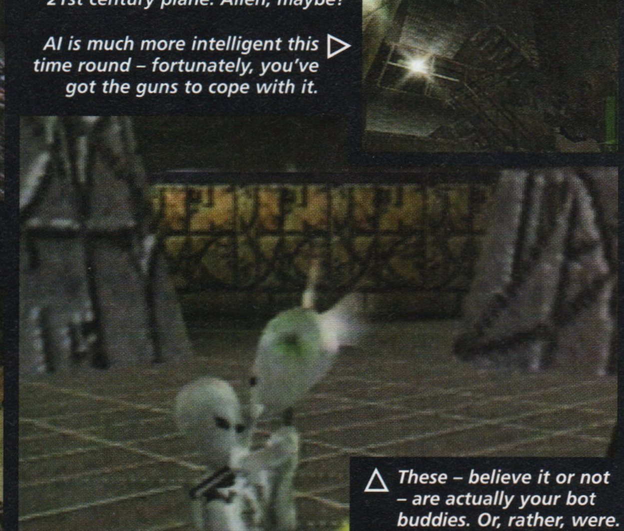




Inside the cockpit of a mysterious 21st century plane. Alien, maybe?

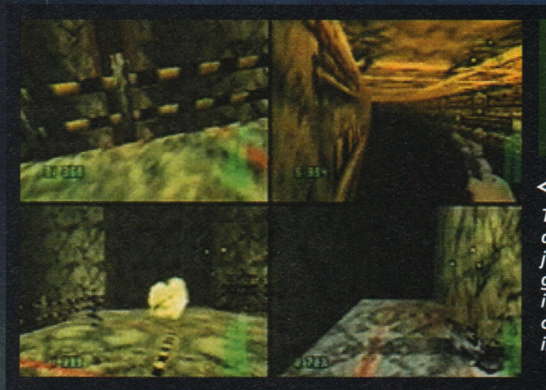
AI is much more intelligent this time round – fortunately, you've got the guns to cope with it.

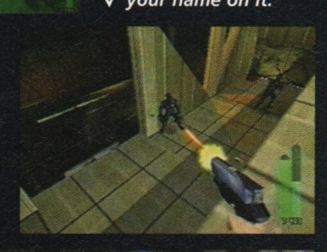
The fantastic alien gun in the bizarre top secret alien levels. Looks just a spot like Tomb Raider.



These – believe it or not – are actually your bot buddies. Or, rather, were.

PERF





The tense night vision sections are nail-bitingly fine.

No point dodging this, boy. It's got your name on it.

The deathmatch is just sooooo good. The improvement on GoldenEye is amazing.



INFO BURST

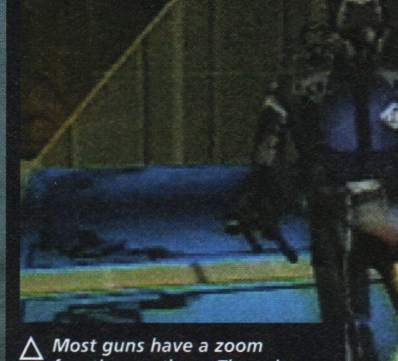
PERFECT DARK

FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	Yes

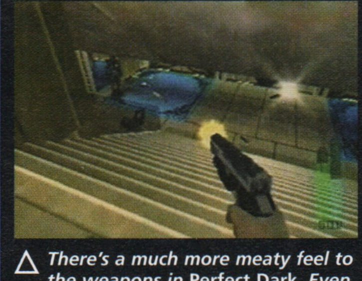
WHEN'S IT OUT?

US	UK	Japan
April	April	TBA

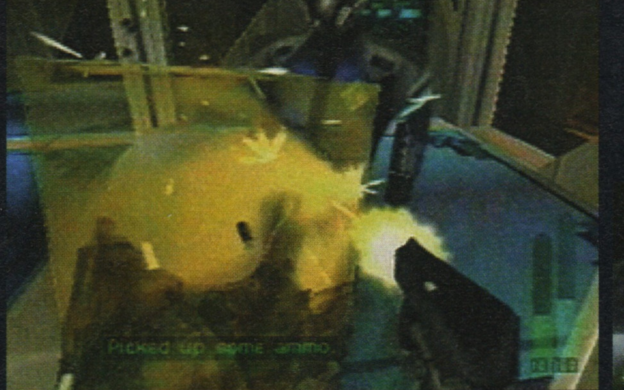
ANTICIPATION RATING

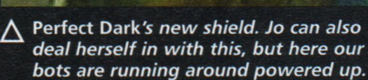


Most guns have a zoom function on them. The sniper rifle really zooms, though.



There's a much more meaty feel to the weapons in Perfect Dark. Even this low-end pistol rocks 'n' rolls.





Perfect Dark's new shield. Jo can also deal herself in with this, but here our bots are running around powered up.



The gorgeous metallic sheen to the levels gives it a real futuristic feel.

Notice the text at the top, there? Most of the enemies say something now.

There are stacks of cut scenes in Perfect Dark. Here, one of DataDyne's 'copters drops in for a visit.

Ol' Darky. She's not much of a looker in-game, but she's a top agent.



ECT DARK

dark maul

April, then, eh? The news that *Perfect Dark* has slipped *yet again* has not been received very well at N64 Towers, we can tell you. But, with the utterly superb *Jet Force Gemini* and funky monkey blockbuster *Donkey Kong 64* sure to sell by the bucketload this Christmas, it's not as if Rare and the minty Ninty are going to be short of a yuletide bob or two. And at least we'll still be able to sit down with two utterly ace games once the turkey's been gobbled and the crackers have been pulled.

So, if Rare need until April to make *Perfect Dark*, well, *perfect*, then we're not going to complain. And we're assured that the delay is utterly essential if the Twycross-based developers are going to squeeze in everything that they originally envisioned for the spiritual successor to *GoldenEye*. Apparently, Nintendo of America themselves sat down with the game, played it long and hard, realised its potential and gave Rare the okay to miss the lucrative holiday season and get their heads down and deliver something that, plainly, is going to be utterly, utterly stunning.

And, having monopolised several of the *Perfect Dark* booths at September's ECTS show for the full three days, we're more excited than ever at the prospect of getting our hands on the final thing. Like *Donkey Kong*, though, it was pretty much the same version that was on show at E3 in May, but the three levels on offer (the first ones in the game, all based outside and inside the Datadyne building) were shining examples of what the finished game's going to be like. We had to break into Datadyne itself, shoot enemies in pitch black with the aid of night-vision goggles, escort hovering robotic scientists and blow huge armed gunships away. Tremendous.

However, it was the multiplayer levels that we spent the most time on. Three bespoke *PD* affairs were present, along with the re-tooled Temple and Complex arenas from *GoldenEye*. Temple, in particular, was great, full of new graphical touches (it looks at least ten times better now – honest – complete with blue skies, rippled sandy floors and some *stunning* lighting effects) and additions such as pillars and extra nooks and crannies for sniping/stealth opportunities. The ability to fall off ledges also adds a new dimension to things, especially in the central area with the huge oblong gap in the floor.

VISUALS ***Full of new graphical touches, it looks at least ten times better now, coming complete with blue skies, rippled sandy floors and some stunning lighting effects.***

Also, we managed to garner new details on the face-mapping function. When it comes to choosing a character, several heads are available, each with a blank space where the face should be. The Game Boy camera is used to take a snap of your fizzog, then it's simply pasted to the blank space. Ace.

Oh, and then there's the Farsight gun, which is almost unimaginably brilliant fun. More soon…

TO BE CONTINUED… We'll keep you drip fed with info from Rare, as and when we get it.

NEW SHOTS OF CAPCOM'S BLOOD-DRENCHED ZOMBIE SHOCKER!

With only a month to go until *Resident Evil 2*'s release, we got our trembling hands on a near-complete version this month – and, almost immediately, wished we hadn't. Because, frankly, *Resi 2* scares us silly. When a zombie's grasping arm suddenly smashed through the window of a particularly quiet corridor, we jumped high enough to leave a clump of hair on the ceiling.

Capcom's game is stuffed full of heart-jumping moments such as this, and we're pleased to report that nothing has been lost in the translation from the PlayStation. As far as visuals go, in fact, it's improved – with the expansion pak installed, the real-time 3D of central character Leon is crisp and clear enough to blend seamlessly with the photo-quality backdrops. The pre-rendered cut scenes aren't *quite* as impressively ported – they're slightly blurred and there's a loss in sound quality – but simply watching them spool smoothly from an N64 cartridge is still nothing less than astonishing.

With the customisable gore level set to 'high', the amount of blood sprayed around the screen is equally shocking. From *Resi 2*'s very first moments, where Leon pumps bullets into the stomachs of wandering zombies and stumbles upon a headless victim of the barely-human 'Licker', it's clear that *Resi 2* isn't for the fainthearted.

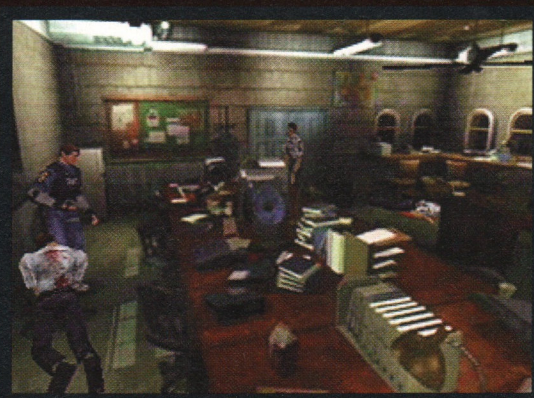
The aforementioned shocks are in plentiful supply, too, including one point where our floppy-haired police hero loiters on the wrong side of a two-way mirror. The chilling lack of music is a clue that danger is in the air – a moment later, there's a terrifying crash as a Licker bursts through the glass and aims directly for Leon's neck.

VISUALS *The real-time 3D of character Leon is crisp and clear enough to blend seamlessly with the photo-quality backdrops.*

Although the game mostly involves solving simple puzzles and finding keys to unlock previously inaccessible areas of the maze-like police station, there are plenty of unexpected twists – including control being switched to another character halfway through the game. In addition, *Resi 2* has a real page-turner of a storyline running throughout, gradually revealed by carelessly-strewn police files and a host of real-time cut scenes – one of which had us running for our mums with its unexpected, gut-wrenching turn.

With a stupefyingly large 512Mbit cart at their disposal, conversion house, Angel Studios have managed to squeeze in all two CD's worth of PlayStation *Resi 2*, including the four main adventures (two for Leon, and two similar quests for his friend Claire) and a couple of bonus sections starring a S.W.A.T. trooper and, believe it or not, a six-foot high block of bean curd. Exclusive to the N64 version is a new difficulty level – worryingly named 'Extreme' – and a 'Randomizer' option, which scatters essential objects at random locations, creating a new – and therefore more challenging – game each time you play.

It's all looking fantastic, and it's only four weeks away. Be *very* afraid.



With this and Shadowman, N64 games are becoming more grown-up by the minute.

RESIDEN
dead man walking

Zombies tend to catch fire and wander around setting everything ablaze. Fools.



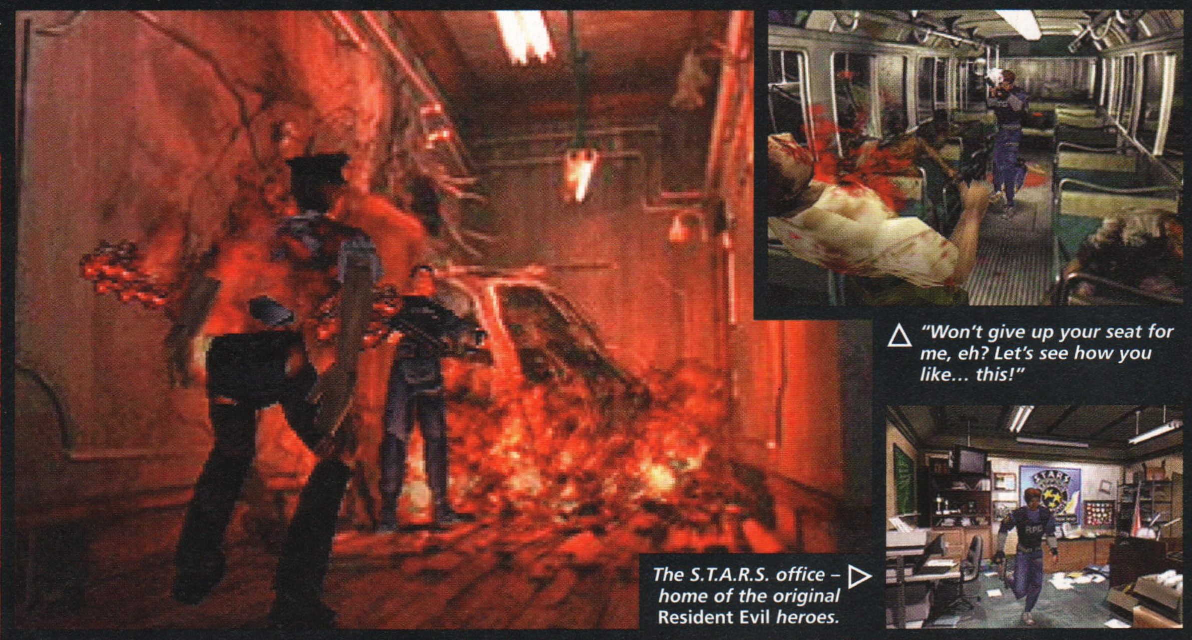
INFO BURST

RESIDENT EVIL 2	
FROM:	Capcom/Angel
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	No
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Oct	Oct	TBA

ANTICIPATION RATING



"Won't give up your seat for me, eh? Let's see how you like... this!"

The S.T.A.R.S. office – home of the original Resident Evil heroes.



T EVIL 2

This is the work of the shotgun. Time to get the cleaners in, then.

Expect Leon to be dismissed from his job following this incident.

Your health is dangerously low, but the nourishing green herb should fix that.

Find a missing cog and you bring that clock to life again – and uncover a hidden staircase.

These files, scattered around the game, fill you in on the story.

Game over, then. You'll be seeing a lot of this as you get used to the controls.

His torso's gone, but his legs just keep on running. Scary, but also very funny.

This impressive statue in the police station's reception conceals a key.

Give lickers half a chance and they'll go for your throat. See them off with your shotgun – quickly.

TO BE CONTINUED... Spines will be tingling next month with our full review of *Resident Evil 2*.

QUICK JUMP TO RETROWORLD p14 NEW GOODS p13 N64 QUIZ p12 PREVIEWS p16

Dolphin show set for August!



Official unveiling just eight months away!



When Dolphin appears in August, expect a brand new Mario game to be on show, too.

The date is August 2000. That's when Nintendo will put an end to the rumour and conjecture, and reveal Dolphin to a salivating public for the very first time. As August is traditionally the month for The Big N's Spaceworld show in Japan, it's likely to be right there that Dolphin – box, controller, games and all – will be unveiled.

It's great news, but it's also a worrying signal that Dolphin *won't* make the Winter 2000 release date that Nintendo had been promising. After the N64 had first been aired in public at Spaceworld '95, it took a full year to arrive in Japanese stores, and that's not counting the numerous delays that occurred before then. If Nintendo are showing off the Dolphin in August, it's likely that the console won't be available to buy until at least Summer 2001.

In fact, Shigsy has revealed that Nintendo themselves haven't even *started* developing Dolphin games yet. "No games are specifically in development," he said. "They're all just in the planning and preparation stages. But once the preparations are complete, a game can be completed in one year." Hmmm. Given the *huge Zelda* delay, and that part of the reason for the N64's delay was to allow time for Shigsy to put the finishing touches to *Mario 64*, we're not confident.

Still, the finished games should be spectacular. Nintendo have signed a deal with MoSys to use their '1T-SRAM' technology, which will allow the Dolphin to move polygons around the screen at phenomenal speeds – even faster than a £1000 PC, in fact. Additionally, a company called S3 have agreed to supply Dolphin with their texture compression technology. It's the same method that's used in 3D graphics cards to give PC games their detailed graphics, and it'll give Dolphin games astonishingly crisp, colourful 3D visuals with no slowdown. The PlayStation 2 won't come close to matching it.

As a result, expect to be blown away come August. Shigsy's itching to get stuck into Dolphin development ("With Dolphin, we're able to do things that we weren't able to do before," he says), and we can't wait to see what his beautiful brain comes up with. Roll on Spaceworld…

SHORT CUTS

WORLD DRIVER DELAYED

Not our fault, this. After being reassured that the superb *World Driver Championship* would hit the shops on either the 17th or the 24th of September, the game has unfortunately been put back to November 5th. Luckily, you'll be able to buy the game by the time you read this, and it's still the same heady concoction of racing thrills that we awarded 91% in issue 32.

ZELDA STEALS THE SHOW!

The British Academy of Film & Television Arts second annual games awards show looks set to be dominated by the utterly wonderful *Legend of Zelda: Ocarina of Time*. Despite being the only N64 game to be shortlisted, it's picked up more nominations than any other game, the categories being: most innovative game, best game, the Interactivity award and the Computer Programming award. You may remember that *GoldenEye* picked up best game and Rare were voted as best British developers last year – let's hope Shigsy's masterpiece cleans up this time around, eh? We'll have all the results in the

...AND JET FORCE DELAYED!

Sigh. Yes, unfortunately it's true – although Rare's latest blockbuster hasn't slipped by much (thankfully). Yup, rather than the apparently watertight street-date of October 29th, the game will actually be available on November 12th. It's only a slip of two weeks, and we can assure you that the game's well worth waiting for, as last month's splendid review showed.

Trip speaks!



3DO's gaming authority tells us why Dolphin's great!

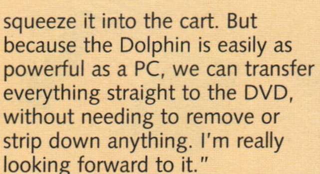
We had a visitor to the N64 office this month: namely Trip Hawkins, one of the most powerful and respected figures in the games industry. Responsible for founding the hugely successful Electronic Arts, and now the head of *Battletanx* publisher 3DO Software, Trip knocked on our door to tell us why he's committed to Nintendo's Dolphin.

"I just *know* that Dolphin is going to be great," he says. "Nintendo are going to do a brilliant job of bringing it to the market, and they're going to be making some fantastic games. They've already demonstrated what they're capable of with the success of *Mario*, and the development of *Pokémon*, showing they've easily got what it takes to make Dolphin a huge success."

Trip believes Dolphin's DVD drive will prove most influential in Dolphin's success. "Nintendo have been criticised for using carts for the N64," he admits. "But that decision was made six years ago, when the games scene was completely different to today's. With DVD, developers can expand their horizons, and games will be cheaper. That, and the Dolphin's potential to hook up to the Internet, makes me intrigued to see what we can achieve."

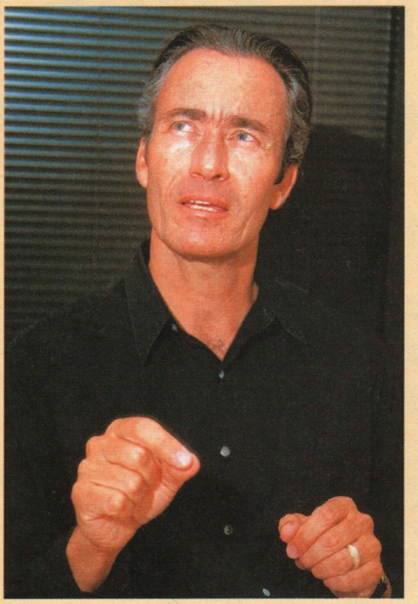
Trip's just set up '3DO Europe', which means we'll finally see **Battletanx** in the UK.

Interestingly, despite Dolphin games being more advanced, Trip doesn't think that'll lead to more work and cost for developers. "Currently, we develop games on PC Workstations, which are more powerful than the N64," he says. "That means you have to 'dumb down' the graphics to squeeze it into the cart. But because the Dolphin is easily as powerful as a PC, we can transfer everything straight to the DVD, without needing to remove or strip down anything. I'm really looking forward to it."



See next month's **N64** review of *Army Men: Sarge's Heroes* to see exactly what to expect from Trip, and 3DO, in the future.

Small soldiers with big guns in **Army Men: Sarge's Heroes.**



If Trip Hawkins is excited about Dolphin, then you should be too.



The **N64** Diary contains all the important dates you need to know for the month ahead. And, with loads of brilliant games coming out, you can't afford to forget a single thing. Plum!

BONFIRE NIGHT
5th November
It's Guy Fawkes night! Have fun, but remember to be careful. A puppy isn't just for Christmas, you know. Oh, hang on…

TUROK: RAGE WARS
19th November
Acclaim's third Turok game is available today. See Mr Green's review on page 50 for all you need to know…

SMASH BROS
26th November
Nintendo's top-drawer beat-'em-up *finally* reaches the UK – earlier than expected! Now you too can beat Mario senseless with Pikachu.

JAMES' BIRTHDAY
27th November
Our inordinately grumpy, jug-eared ex-Editor is – wait for it! – 26 today. Happy birthday, James.

ISSUE 36
29th November
The jam-packed Xmas issue of **N64** Mag hits the shelves. Don't miss our huge review of *Donkey Kong 64* – the only one you'll need!

DONKEY KONG 64
3rd December
Rare's much-anticipated blockbuster hits the shelves. We'll wager it's going to be top of your Xmas list…

REMEMBER THE ADDRESS!
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW





DK64 BUNDLED!



Well lookee here. It's a lovely transparent green N64 and controller – and it's going to come specifically as a bundle, with a limited-edition banana-yellow *DK64* cart and expansion pak, come December time. Early reports led us to believe that this lovely package was American-only, but there's a *DK64* bundle down on Nintendo's UK release list, at a projected price of £119.99. Let's hope it's this one, eh? It looks ace.

There are more **SHORT CUTS** on page 14 GO! GO!

Pocket Battle Card Action!



How to play your fabulous free gift...



Ever wondered exactly who would win in a scrap between Link and Bowser? Or Turok and Shadowman? Or even James Bond and Snorlax? Well, wonder no longer. With N64 Magazine's Pocket Battle Cards, you can find out for yourself. All your favourite Nintendo characters are present and correct, from Mario and chums to the cream of the Pokémon crop. And how do you play? Well, it's as easy as falling off a train…

1 Shuffle the cards, and deal them out equally between two, three or four players.

2 The dealer goes first; read out the character on your first card, and a chosen 'property' value (either Strength, Speed, Fear Factor, Special Ability or Bonus Skill).

3 Everyone else then reads out their character's corresponding score, and whoever has the highest property wins the cards from the other players.

4 In the event of a tie, the players with the same scores must place their cards in the centre and then read the same property from the next card.

5 Whoever has the highest property then wins the cards in the centre and the card of any other player.

6 The last player to have any cards in his or her hand wins. Simple, no?



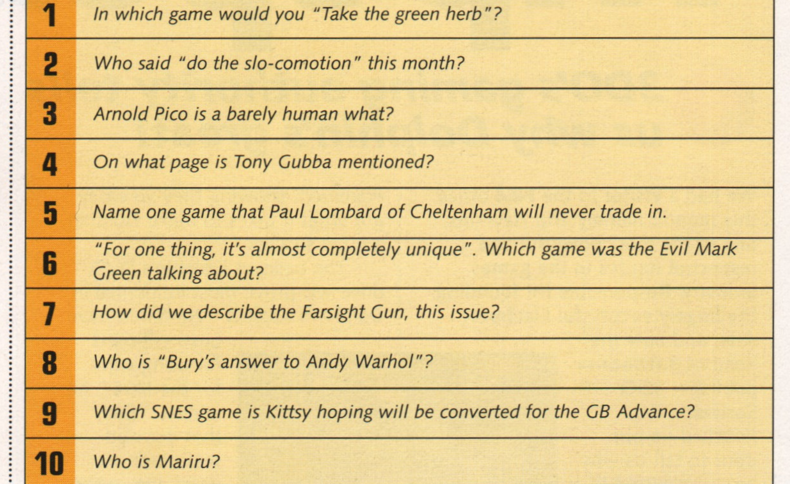
The N64 Magazine Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

Fifty pounds! *Fifty pounds*! FIFTY POUNDS! That's a whooole lot of money. Enough to buy you a brand-spanking-new N64 game, or both *Pokémon Red and Blue*.

Tremendous, eh? And all you have to do is answer the questions below – and all the answers are somewhere in this very issue – send 'em in and we'll pop 50 new English pounds in the post for the lucky winner.



1	*In which game would you "Take the green herb"?*
2	*Who said "do the slo-comotion" this month?*
3	*Arnold Pico is a barely human what?*
4	*On what page is Tony Gubba mentioned?*
5	*Name one game that Paul Lombard of Cheltenham will never trade in.*
6	*"For one thing, it's almost completely unique". Which game was the Evil Mark Green talking about?*
7	*How did we describe the Farsight Gun, this issue?*
8	*Who is "Bury's answer to Andy Warhol"?*
9	*Which SNES game is Kittsy hoping will be converted for the GB Advance?*
10	*Who is Mariru?*

HOW TO ENTER

It's so simple that you'll kick yourself. No, really. Send the form to:

Good Golly Quiz Folly: Ant & Dec, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

1. The closing date is 29th November.
2. Employees of Future Publishing will be kicked in the shins if they enter.
3. The winning entry will be picked out of Mark Green's whale-sized gullet.
4. The Editor's decision will be the final one.
5. Go to lunch. Will you go to lunch. *Go to lunch.* WILL YOU GO TO LUNCH?

Last month's winner was:
Ryan Smelter, Wokingham

The N64 Quiz *My answers are as follows:*

1. ______________ 6. ______________
2. ______________ 7. ______________
3. ______________ 8. ______________
4. ______________ 9. ______________
5. ______________ 10. ______________

Good, no? Oh, and you'll probably be wanting this too...

Name ______________ *Address* ______________

____

______________ *Postcode* ______________

NEW GOODS

in association with Gear 4 Games The Game Merchandising Company Call them on: 01621 877222



NINTENDO VENDING MACHINE TOYS

Tomy • £1 • 0181 661 1547

Saunter into your local toy store and you may well catch sight of a giant, Japanese-style vending machine, filled with these brilliant egg-bound toys. Insert a £1 coin, crank the handle, and one of two types will come tumbling out: a splendid inch-high Mario figurine, or an utterly fantastic Game Boy-shaped 'picture viewer', which allows you to view ten N64 game-related pics down a tiny tube, and comes in four varieties: *Lylat Wars, Mario 64, Mario Kart* and *Yoshi's Story*. Supoib.

94%

GRIP-FLIP WRESTLERS

Playmates • £11.99 • 0116 282 3500

While not up to the standards of last month's sweary Hulk – sorry, *'Hollywood'* – Hogan doll, these small plastic figurines are still a couple of wonders. With magnetic discs on their fists, they're able to grab metallic objects and chuck them across the room with one fast flicking motion. It also works with coins but avoid anything heavier – our wrestlers are looking worse for wear after we tried to get them to throw our kitchen refrigerator.

81%

THE TOKAMI WRIST ROBOT

Bandai • £75 • 01489 890 944

Remember Transformers? We wasted our entire youths on the robots that you could snap and twist into the shape of cars and fighter planes, and now we're frittering away our adult lives on this brilliant – and horrifically expensive – toy. One minute, it's a snazzy, shiny wristwatch; the next, it's a teensy robot with the time on his belly. If that doesn't make you smile, the 800-odd nonsensical messages that flash randomly across the watch face should. The best robot since Metal Mickey.

90%

WHAMA BANGER

David Halsall • £2.99 • 01253 778 888

By far the most frustrating part of god-awful platformer *Tonic Trouble* is being punched in the face by mutant tomatoes at every turn. Luckily, this soft starry-eyed fruit arrived just in time for us to get our own back. But what's this? The frowning tomato actually *enjoys* being kicked in, purring "I love you!" and cackling every time you slam your foot into its mushy face. Even worse, he occasionally emits a dying scream to chill your bones. Subsequently, the most disturbing toy ever. Get it away from us.

75%

HOT WHEELS SUPER F1

Mattel • £39.99 • 01628 500 000

With *Hot Wheels* about to scream its way onto the N64, we set this Scalextric-alike up in the office – for research purposes only, naturally. Sadly, the track's relatively small size makes it no match for the likes of Monte Carlo in terms of tyre-squealing excitement, and we were quickly reminded of the tendency of this kind of battery-powered car to fly off the track and knock your coffee mug flying. The graphics aren't much cop, either, with the roadside scenery and overhead bridges looking like cardboard cut-outs.

72%

HOMER MASK

Gear 4 Games • £20 • 0171 497 2150

After last month's truly scary Darth Maul mask comes this worryingly authentic Simpsons headwear, with which to convince friends that the real Homer is walking amongst them. Again, the lack of air-holes and the nostril-burning rubbery smell makes wearing it a less than pleasant experience, but at least it actually *looks* like Homer, unlike many other Simpsons toys based on the yellow-skinned doofus. Top three phrases uttered by mask-wearers so far: "D'oh!", "Why I laugh?" and "Slowly... suffocating... help... me."

86%



WIN!

NINTENDO MINI-VIEWERS



These Game Boy-shaped viewers are ready and waiting to give you a private slideshow of Nintendo-related pics, so answer this question correctly and you could stand to win one of 15 that we've got to give away:

What four animals make up the Lylat Wars team?

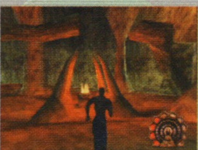
Answers on the back of a postcard to:
Animal Magic Competition
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
To reach us no later than 5th December.
The first 15 entries out of the hat win a mini-viewer. Sweetness.



KONAMI F1

No, it's not a brand new F1 series – it's the next version of Video System's successful *F1 World Grand Prix*, the past two instalments of which have been distributed by Nintendo. Konami have snapped up the rights to next year's update, along with a new Game Boy version which is due to arrive before the end of the year.

SHADSY NO RUMBLE



As every rumble pak-owning *Shadowman* player will have noticed, the game doesn't actually include full rumble pak support, despite displaying the rumble logo on the front of the box and prompting you to insert the pak after loading a game. Apparently it's because of a minor bug which slipped through in the rush to meet the game's production deadline, killing the rumble pak routines. Ho hum.

POKÉMON FEVER!

Pokémon is officially the fastest-selling Game Boy game in the UK *ever*. 25,000 copies were shifted in the first two days of it being on sale and sales of the Game Boy itself rose by 53% on the previous week. Not bad, eh?

RETROWORLD

We take another stroll down memory lane...

SUPER TURRICAN
SNES • 1993

Two *Turrican* games had come and gone on the Amiga before *Super Turrican* saw the light of day, but this SNES 're-mix' featured everything that made the originals great – and was developed by German coders Factor 5, the people behind the N64's splendid *Star Wars: Rogue Squadron*.

While *Super Turrican* suffered from a lack of the kind of all-out, sense-smacking activity that the SNES had grown used to from Japanese shoot-'em-ups, there wasn't exactly a shortage of frenzied gunplay. *Turrican* himself – a chunky, bio-suited bloke – came equipped with a satisfyingly meaty collection of guns, including a *nine*-way laser, and the brilliant flamethrower, which allowed our German hero to spit firey death in a full 360° arc.



Most of *Super Turrican*'s ideas were 'borrowed' from elsewhere. *Metroid*'s Samus Aran kindly lent Turrican her ability to roll into a ball and tumble down slopes, while a decade of similar blasters supplied the inspiration for the metallic, semi-organic baddies. *Super Turrican* was also one of several hundred console games to be influenced by the Alien movies, with Turrican treading in alien eggs and having his helmet smashed apart by face huggers at every turn.



Super Turrican, though, was a little repetetive and it was always more popular with Amiga owners, who weren't as used to side-scrolling shooting antics as their SNES-owning friends. But with a new version of *Turrican* heading for the Dolphin (and Factor 5 claiming that it's "already bigger and better than *Zelda*"), we're already getting excited about the return of the Teutonic trooper.

SUPER CASTLEVANIA IV
SNES • 1993

Vampires, skeletons and big whips all cropped up in *Castlevania 64*, but the history of Konami's *Castlevania* series stretches back almost 15 years, and includes the involving side-scrolling SNES adventure, *Super Castlevania IV*.

Starring vampire hunter Simon Belmont and his whip-cracking ways, *Super Castlevania IV* was a platformer in the style of so many others in the '90s, but the atmospheric graphics and sounds, variety of gameplay and hefty batch of levels helped it stand out from the huge number of tired *Mario* clones. The slow pace of earlier levels added to the game's menacing sense of dread, and the combination of walking undead and modern gun emplacements gave it a superb, other-worldly feel.

Konami's head boffins fully embraced the SNES' pseudo-3D Mode 7 mode, with whole rooms rotating as Simon swung from chandeliers using his flexible leather friend, and bosses moving in and out of the screen at will. The dark, gothic nature of the game was never more apparent than in the end-of-level baddies, who ranged from a sinister armour-clad knight to the spitting, snake-haired, screen-filling Medusa.

The eerie, unsettling music – some of the best on the SNES – added to the atmosphere as Simon traipsed through each spine-chilling level, clambering over gears in the Clock Tower and fighting through the Gallery's murderous paintings. It's a shame that the N64 interpretation of *Castlevania* didn't *quite* match the standards of this superb SNES title, but there's still next month's *Special Edition* to pin our hopes on...





Mark Green

Updating you on the N64 games of the future

QUICK JUMPTO  RIDGE RACER 64  p18 GAUNTLET LEGENDS  p21 CHEF'S LUV SHACK  p22 TGR 2  p23

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Excitebike 64

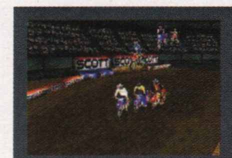
Dirt track biking – Nintendo style!

If someone can make a basketball game seem fun, then you've got to assume they're a pretty talented lot. And that's exactly what Left Field did with *Kobe Bryant* – the world's *only* entertaining basketball sim. Their reward? *Excitebike 64*, a mud-spattered, stunt-packed, lawnmower-engined supercross game to rival the likes of Acclaim's *Jeremy McGrath*.

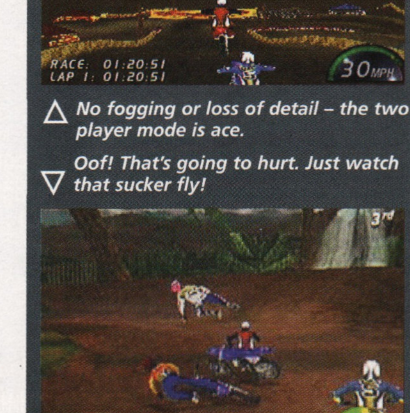
And, incredibly, considering it's a beefed-up gaming version of creaky old TV show Kick Start, it's absolutely fantastic. The game features 12 tracks of sky-high jumps and gorgeous scenery – six set inside the game's ultra-realistic stadium, and six set outside, in amongst top-looking forests and mountains. It's also got the most impressive physics this side of *Top Gear Rally*, more than doing justice to the NES original, which retrogamers still recall with misty eyes.

But the N64 version also takes things a stage further with a wealth of stunts, a host of upgradable bikes and best of all a tiptop Track Editor, where you can build up your own courses from scratch.

This could just be the surprise game of 2000. More news just as soon as we get it.

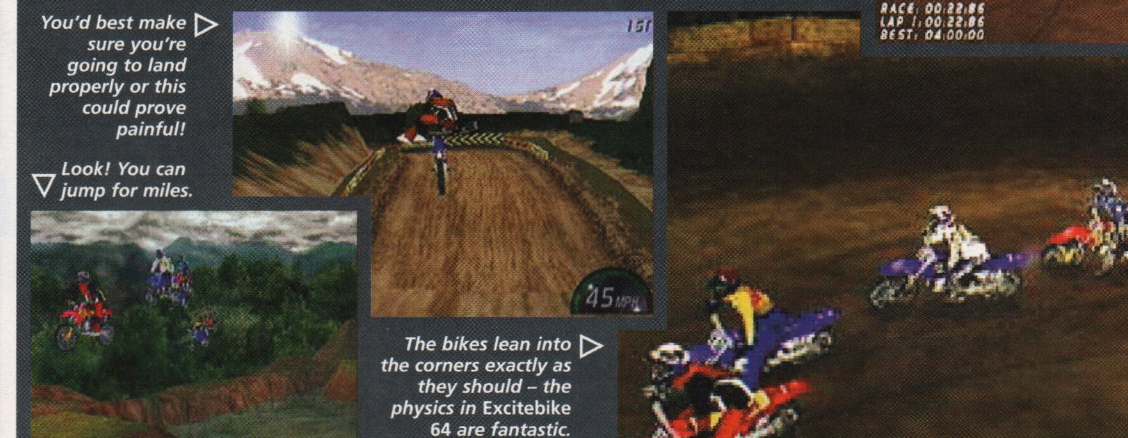


The three race leaders are neck and neck here but trouble's approaching.



No fogging or loss of detail – the two player mode is ace.

Oof! That's going to hurt. Just watch that sucker fly!



You'd best make sure you're going to land properly or this could prove painful!

Look! You can jump for miles.

The bikes lean into the corners exactly as they should – the physics in Excitebike 64 are fantastic.

Q & A

So a track editor, then?
Yep. Works in the same sort of way as Re-Volt a couple of issues back. You can choose from a host of curves, corners, chicanes, bridges and, most importantly, jumps. It's great!

No good having that if the game's rubbish, though, is it?
No. Good point. Fortunately, Excitebike is absolutely top notch. The engine is fantastically smooth, the visuals are stunning (Left Field have used the expansion pak brilliantly), the physics are some of the most realistic we've ever seen, and the multiplayer's ace too.

Four players, right?
Correct. And, blimey, does it go. Minimal graphical cutbacks and face-mashing speed. What more could you ask for?

INFO BURST

EXCITEBIKE 64

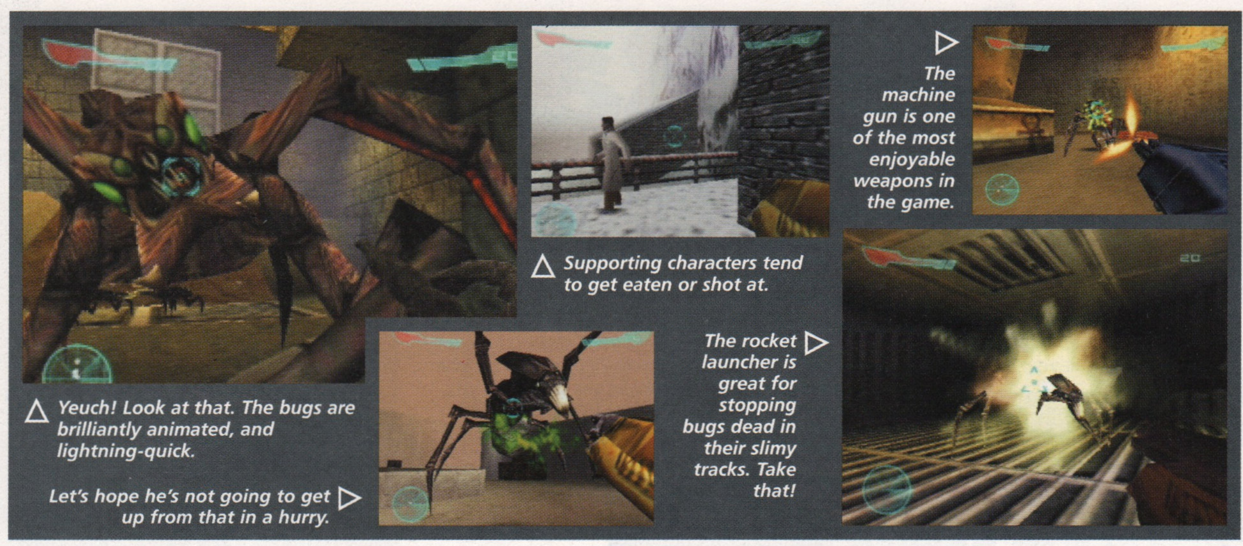
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec 6	Spring	TBA

ANTICIPATION RATING





The machine gun is one of the most enjoyable weapons in the game.

Supporting characters tend to get eaten or shot at.

Yeuch! Look at that. The bugs are brilliantly animated, and lightning-quick.

Let's hope he's not going to get up from that in a hurry.

The rocket launcher is great for stopping bugs dead in their slimy tracks. Take that!

Armorines

Bigger, better, beefier and buggier...

We'll admit, we *loved Turok 2*. But we could also see its problems, not least its slightly suspect engine. Fortunately, the first thing Probe did when they decided to use that same engine for *Armorines* was spend two months smoothing out frame rates and twitchy aiming. And the results, whilst still not perfect, are pretty ace.

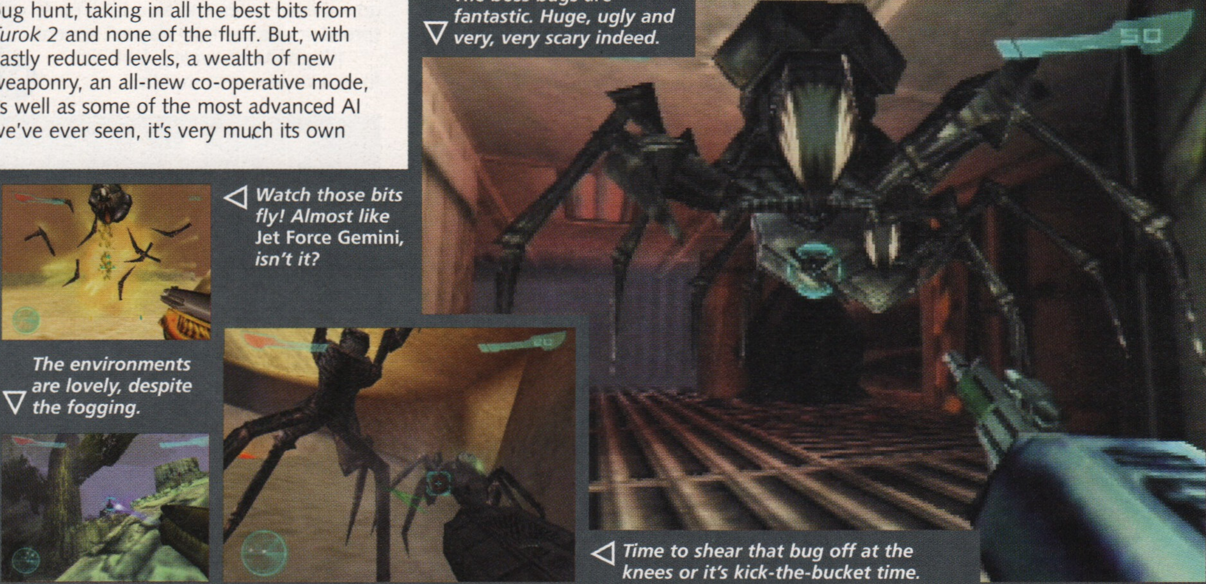
Think Starship Troopers in an N64 cart and you're pretty much there: *Armorines* is a top draw, cheek-wobblingly bloody bug hunt, taking in all the best bits from *Turok 2* and none of the fluff. But, with vastly reduced levels, a wealth of new weaponry, an all-new co-operative mode, as well as some of the most advanced AI we've ever seen, it's very much its own game too. Incredibly, it's genuinely nerve-tingling to boot, with reams of scary-faced insects leaping out of the darkness at you.

If there's a problem with *Armorines*, it's the fogging and if Rare can dispense with *all* fogging in *JFG* and *still* throw around legions of bugs, Probe should be able to do the same. The game's still a cracker but it's a visual handicap.

We'll have a full review in the very next issue...



Some of the enemies burp painful blue plasma bolts at you. Urk.



The boss bugs are fantastic. Huge, ugly and very, very scary indeed.

Watch those bits fly! Almost like Jet Force Gemini, isn't it?

The environments are lovely, despite the fogging.

Time to shear that bug off at the knees or it's kick-the-bucket time.

Q & A

How big's the game?
Roughly the same size as Turok 2, so around about the 40 hour mark, we reckon.

Interesting. Loads of levels, are there?
Twenty in all, split across five different areas: Siberia, Egypt, Volcano, Jungle and Hive. They're much shorter than Turok 2's so, thankfully, there's more chance to save your progress. They also look a treat in hi-res, even given the amount of fogging.

Are there different bugs for different levels?
Absolutely. There are around five different bugs for each area, and they evolve between levels. They've also got differing attack patterns. The AI is staggering.



How so?
They run, they duck, they scuttle for cover, they hunt in packs, they're completely unpredictable. It's the best example of AI we've seen since GoldenEye.

What, really?
Oh, yes. The game's not quite up there, though.

Oh.
Ahem.



INFO BURST

ARMORINES

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec	TBA

ANTICIPATION RATING

GO! GO!



Q & A

So, is there nothing good in *Ridge Racer*?
Of course! There's the best four-player mode yet in a straight-laced racer, a great two-player game, some brilliant-looking tracks and the best replay feature we've ever seen.

Pity the handling's so poor, then...
Yeah, it is a bit. Everything's just too twitchy. As for that grass thing...



That does seem a bit stupid.
A bit? Fortunately, the original Ridge Racers had top drawer handling, so you kind of forgot the fact that you weren't allowed to stray from the road.

Ridge Racer 64

Namco's classic racer is almost here!

Okay, then, this is how it is: *Ridge Racer 64*, we're afraid to say, isn't the great racing game we were all hoping for. In fact, playing a 90% complete version of the game at this year's ECTS games show in London, we were shocked to find a whole *host* of significant niggles, not least the fact that, on occasions, it felt like you were pelting about in a wheelbarrow.

Actually, the handling reminded us quite a lot of *Automobili Lamborghini*, a real twitcher of a racing game, where one tiny touch of the analogue stick sent you flying against the side of the track. Which, in turn, highlights another annoying fault in *Ridge*, though admittedly one carried over from the PlayStation versions: you can't drift off the track. If you stray onto the grass or tarmac beside the course, you get knocked back on, meaning some pinball-like driving as you hammer from one side of the road to the other. Even *Lamborghini* let you *try* to take a hateful opponent on the inside, half on the track and half on the grass.

Could it get better? Possibly. But we wouldn't hold out much hope. Disappointing.



INFO BURST

RIDGE RACER 64	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Nov	TBA

ANTICIPATION RATING



Sigh. We had such high hopes for this. Let's hope it gets much better...



Powersliding isn't half as good – or useful – as it could be.



It's out in the UK in November. Which is nice.



Is it similar to the PlayStation games?
Sort of. Unlike on the PlayStation you're not aiming to be first across the line in DD64. Instead, races are won by earning points for destroying other cars.

What's in it for me?
Bonus tracks, and a clutch of beefier vehicles.

How do the vehicles handle?
Perfectly well. It's suitably arcadey – you're never likely to spin off the track – but you can use R and Z to pull off glorious handbrake skids.

Any problems, then?
The version we played seemed too easy, but otherwise Destruction Derby 64 is a barrel o' fun.

Destruction Derby 64

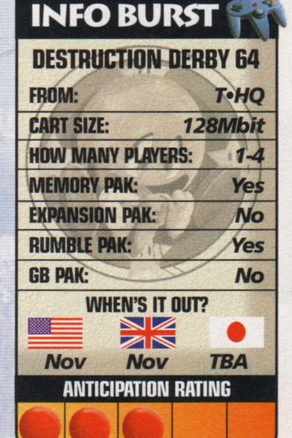
T•HQ give us road rage.

Any driving game that encourages you to smash your opponents' vehicles to bits has *got* to be good, and we're happy to confirm that T•HQ's new racer is looking very good indeed.

To encourage collisions in *Destruction Derby*, half the competitors race clockwise, while the others ride anti-clockwise. It makes for some neck-tighteningly hairy racing, with cars screaming directly towards your bonnet, and huge multi-car pile-ups occurring at every bend. The game runs at quite a pace, despite detailed scenery and a complete lack of pop-up, and every bump and crunch comes with its own meaty metal-twisting sound and billowing smoke effect.

As well as the one-player tournament (arranged into four difficulty levels containing a total of 12 tracks), there's a clutch of brilliant multiplayer modes, including an enjoyable 'pass the bomb' game that works like an explosive version of tag. Incredibly, there's hardly any slow-down, even when there's a total of *40* cars spread across the four players' screens.

It's gonna be great – look out for our review next month.



INFO BURST

DESTRUCTION DERBY 64	
FROM:	T•HQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Nov	TBA

ANTICIPATION RATING



Fifth place. Not bad at all. Best smash 'em all, eh? Or something.

See that chassis fly! Destruction Derby is nothing if not violent.

The cars are a little bit boxy, but they do the job well enough.

TOOLS OF THE TRADE

More combat, more weapons, more mayhem!

The best selling Road Rash series is hitting the N64 with a vengeance, so get yourself tooled up and hold onto your helmets - It's gonna be a rough ride!



- *Advanced rider and police AI.*
- *200 square miles of terrain to race and explore.*
- *New race types: Deathmatch, Tag and Cop Mode.*
- *Over 25 red-hot bikes and characters to choose from.*
- *Multiplayer mode for blistering 4-player, split-screen action.*















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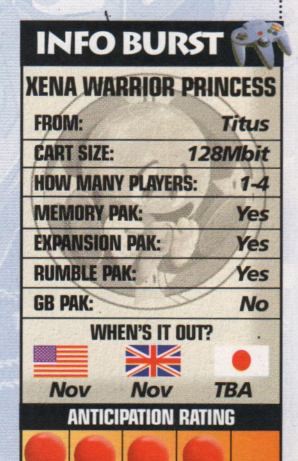
Q & A

Plenty of moves?
Over 20 basic moves per character, plus a whopping number of multiple-hit combos. If you're having trouble pulling any of them off, there's a handy training mode, where key-presses and move names are flashed up on screen as you fight.

Will Xena herself be re-created as 'authentically' as Superman?
Don't worry. The beautiful 3D arenas (which look even better with the expansion pak to hand) are fully in keeping with the TV show's style, and the characters' faces are scarily realistic. The downright ugliness of Despair, the giant horned demon of Dahak, is spot-on.

What's this team system about?
Using the character select menu, you can create teams of one, two or three players. The game ensures that you can't accidentally hurt your team-mates in-game, but it's up to you to protect your fellow fighters from the opposing team's fists and swords.

The first great beat-'em-up since *Fighters Destiny*, then?
Yep. It's a different experience to Imagineer's game, but it'll still be a quality fighter, mark our words.



INFO BURST

XENA WARRIOR PRINCESS	
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Nov	TBA

ANTICIPATION RATING



Xena is actually jolly good fun – good news, no?

Well, we suppose she does look a little bit like Lucy Lawless. Only a little, mind.

Xena could be a great beat-'em-up.

Julius Caesar kicks some Greek ass. Man.

Xena Warrior Princess Talisman of Fate

Alright, Princess? Oof!

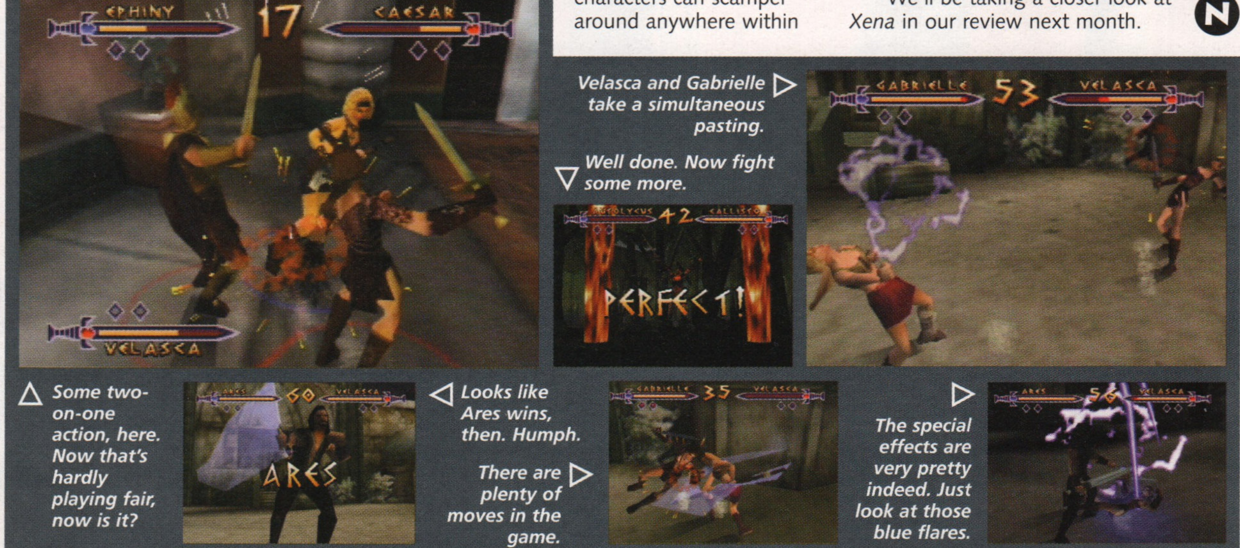
We had doubts that Xena: Warrior Princess, the dodgy hack-and-slash TV show that's currently wowing all seven of Channel 5's viewers, could lend itself to a decent game – especially with *Superman* supremos Titus at the helm. Having played *The Talisman of Fate*, however, we've discovered that it's one of the few N64 fighting games worth looking forward to.

Unlike the upcoming PlayStation version, *The Talisman of Fate* is a straight beat-'em-up, featuring 11 characters from the show, including Xena herself, her 'best friend' Gabrielle and clumsy oaf Joxer. Interestingly, the warriors aren't restricted to their fists and feet – each carries at least one swingable weapon, and can call on magic attacks to create fireballs, lightning, and, in goddess Velasca's case, 'terrible wind'. Hmm.

The fighting itself is in the tradition of games like *Mortal Kombat*, with moves being exchanged at a lightning-fast pace, and devastating combos becoming available by frantically tapping the C-buttons in a certain order. It all takes place in proper 3D – the characters can scamper around anywhere within the huge arenas, which are decked out in typically Xena-style Ancient Greek splendour, and even clamber over chairs and up walls.

Most excitingly, Xena is compatible with up to four players *simultaneously*. You can choose to play individually or as part of a team, with as many computer-controlled players as you need, and there's the option of a wrestling-style 'Royal Rumble' if you're looking to fill an entire evening with Xena and friends. The four-player is blisteringly fast, but, thanks to some carefully-crafted controls, there's never the risk of confusion.

We'll be taking a closer look at *Xena* in our review next month. 



Velasca and Gabrielle take a simultaneous pasting.

Well done. Now fight some more.

Some two-on-one action, here. Now that's hardly playing fair, now is it?

Looks like Ares wins, then. Humph.

There are plenty of moves in the game.

The special effects are very pretty indeed. Just look at those blue flares.

Gauntlet Legends

Retro gaming at its best...

It's always nice to be surprised. Unless it's by tonsillitis. So when *Gauntlet Legends* popped up this month, in a 99% finished state, we jumped for joy, and memories of standing round an original *Gauntlet* arcade machine in Clacton-on-Sea, circa 1984, came rushing back.

This all-new, 3D version of the venerable arcade experience is actually – despite the graphical enhancements and over-the-top effects – pretty much the same as *Gauntlet* always has been, which is no bad thing, really. Up to four people can grab controllers, choose to be Warriors, Archers, Wizards or Valkyries, and then plough through hordes of green-skinned enemies, picking up potions, weapons, food and a squillion other things on the way. It's great fun, fast, frantic and wonderfully hectic, and the magic and special attacks are suitably ridiculous, clearing the screen of enemies in a trice.

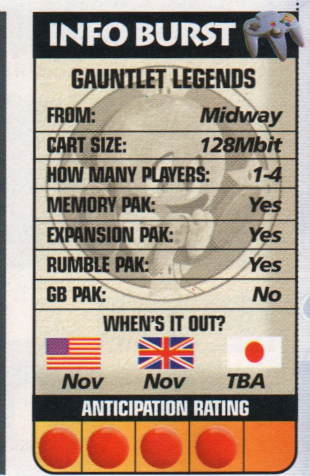
That said, it's not a game that you'll play on your own but, if you've got three friends it could be tremendous. Expect the review next month.



Special effects and over-the-top spells abound in Gauntlet Legends.

The Warrior and Wizard get ready to "kick some almighty A". Apparently.

There are absolutely squillions of baddies. Hordes of them, in fact.



INFO BURST

GAUNTLET LEGENDS	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

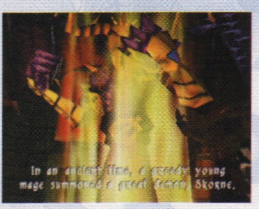
US	UK	Japan
Nov	Nov	TBA

ANTICIPATION RATING

Q and A

Hurrah! *Gauntlet*'s back!
Yes indeedy. And it's tremendous fun.

But isn't it too similar to the original game?
Weeelll, it's true that it plays much the same, but it looks ace, and it's brilliant with four people playing. And there are stacks of new power-ups, magic attacks, special weapon attacks, and so on.



Looks nice, then?
Yep. Especially with the expansion pak in. Aside from bursting chests in Turok: Rage Wars and sneaking around in Rainbow Six, the best fun we've had this month is wiping out hordes of Orcs and Goblins with the Warriors super-hammer. Ace.

Road Rash 64

Two wheels good, four wheels bad?

The best thing about *Road Rash 64* is that it's pretty darn nippy. Oh, and the handling on the bikes is, as Mark Green would put it, "Reeeaaaaal sweet". Other than that, though, the practically finished copy of the game that we had the chance to sit down and play this month was... well, to be honest, a little underwhelming.

It's not that the basic premise of the game – race other bikes and hammer the guts out of the other riders with a variety of weapons – is nothing less than solid and entertaining, it's just that the races are incredibly short, and the variety of tracks (several through each map) are virtually indistinguishable. And the graphics are incredibly basic, with some nasty fogging, drab colours and less-than-spectacular detail.

Still, the four player mode is a laugh, and we hope that next month *Road Rash 64* will be a lot more fun than it initially appears to be.

There are several different tracks on each map.

It's fast, and the bikes handle well, so that's good news.

The graphics are effective but plain.

INFO BURST

ROAD RASH 64	
FROM:	T•HQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Nov	TBA

ANTICIPATION RATING

Road Rash certainly looks like fun to me, you old grouch.
Well, it is. It's quick, and violent, but it's just undemanding, and there's not really that much to it.

Really?
Well, you can gain cash from winning races and knacking opponents, and buy new bikes, and join gangs – all of which adds a little something – but actually playing the game gets a bit samey.



Anything else to it?
Well, there are police cars and bikes, and civilians and traffic to contend with, but they're quite few and far between. Oh, and you get to use weapons such as tyre irons and spiked clubs.



Q & A

So, it's strangely uninvolving, then?
Yeah. It's difficult to explain, but it's just not quite exciting enough at the mo.

That doesn't sound too hopeful.
True, but you simply can't argue with some of the features in TGR 2, not least the random track generator, which works in the same way as F-Zero's, building up unique courses using bits from the default tracks. You have to complete the one-player game, though, before you get a chance to use the track generator, and that means plenty of cross-season racing to get through.

Right. So, does it go a bit?
Certainly does. And it gets quicker the further you get because, like World Driver Championship, it's team-based, and the better and more successful you become, the more offers you get, and the nicer cars you get a chance to drive. There are 15 cars in total, plus a bevvy of 'quirky' vehicles.



What, like *TGR's* Taco car?
Yep. Expect a whoooooole lot of craziness.

INFO BURST



TOP GEAR RALLY 2	
FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Nov	Nov	TBA

ANTICIPATION RATING



There's no grid – all the cars start side by side.

Crash through just ten cones and you've failed.

The scenery is marvellous – let's hope pop-up doesn't spoil it.

The little green icons light up when you've sustained damage.

On-screen arrows pop up to tell you where to go.

Water has a habit of spilling onto the track, sending your wheels into a slip-slidy frenzy.

Top Gear Rally 2

It's the return of the N64's original racer!

Admittedly, it's been well and truly superseded by the likes of *V-Rally* and *World Driver Championship* now, but for just over a year, the original *Top Gear Rally* was the best racing game on the N64. Which means this much improved sequel is more than welcome.

Being developed by Saffire – the same people responsible for this month's *Rainbow Six* conversion – *TGR 2* features a similar mix of fantastic physics and real cars but also, crucially, some gorgeous backgrounds (remember, the first game was almost universally bland), five courses plus secrets, a driving school, realistic car damage, vehicle configuration and decals, a four-player head-to-head mode and, most amazingly, a random track generator, which works in the same way as *F-Zero's*. The last feature, in particular, could be magnificent.

All too good to be true? Weeeeell, maybe. Although reports from America have been almost entirely positive, on the couple of occasions **N64** has managed to have a play, *TGR 2* was strangely uninvolving. Whilst the physics were top notch, the handling wasn't quite up to scratch, and the courses – even given their graphical wonderment – were a bit… tedious.

But, we're willing to give it the benefit of the doubt, especially given the sheer number of features, and the potential brilliance of the track generator. We'll find out soon…



The timed driving test is horrifically tricky – ideal for an I'm the Best challenge, in fact.

South Park Chef's Luv Shack

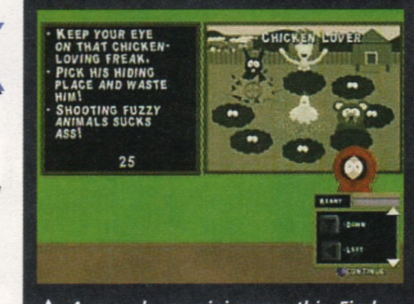
This is going to be !@$*ing great!

Along with *South Park Rally*, which promises to do for *Mario Kart* what the original *South Park* did for first-person shooters (i.e. add copious swearing and a talking poo), Acclaim are beavering away on this *Mario Party*-alike, which we were given the chance to play this month.

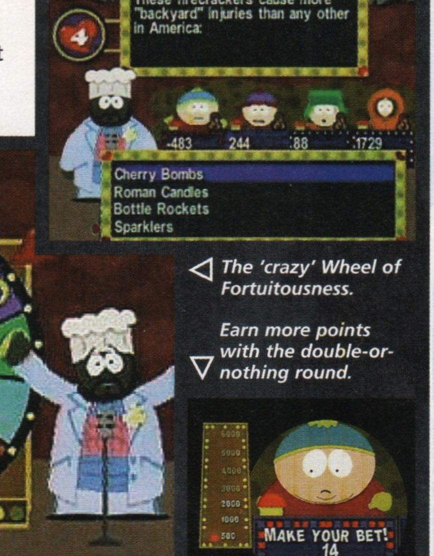
Unlike *Mario Party*, *Chef's Luv Shack* works like a gameshow, with the behatted croonster asking trivia questions of the four sweary boys. There are 800 questions on the cart, some general knowledge and others based on the TV show, and players can 'make things more interesting' by betting on themselves or their team-mates getting the answers right or wrong. There's also a high-pressure 'Anal Probe' round starring Cartman, where failure to answer questions correctly seals the rotund boy's bum-based fate.

Once the trivia round is over, it's on to the mini-games. There are 22 in all, ranging from 'Asses In Space' (an *Asteroids* clone starring Terrence & Philip) to 'Eat This' (a hilarious pie-eating contest which relies on how quickly you can hammer away at the A button). They're all brilliantly ingenious – our favourite is the track & field-style 'Stampede', with Kenny, Stan and friends leaping over fences in an attempt to escape a horde of angry cows.

With only 22 mini-games on offer (against *Mario Party*'s 56), we're a little worried that *Chef's Luv Shack* won't prove as varied or long-lasting as *Mario Party*, but what we've played so far has had us in stitches. If the TV show has given you a desire to gobble down beefcake or punch mutant monkeys in the head, *Chef's Luv Shack* could be just what you're looking for.



A one-player mini-game, this. Find that 'chickenlover' and waste him.



Toilet humour abounds in Chef's trivia round. How we laughed.

The 'crazy' Wheel of Fortuitousness.

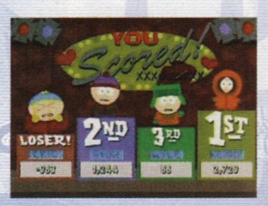
Earn more points with the double-or-nothing round.



Q & A

Who's in the game?
Just about everyone from the TV show, including Kenny, Stan, Kyle, Cartman, the Chickenlover, Terrence & Philip, zombies, cows, aliens, the two-bottomed monkey and Chef himself.

Are all the mini-games four-player?
No. Just like Mario Party, there are games specifically designed for one-player – such as 'Bad Kitty', a Donkey Kong-style game starring Cartman and a sweet little cat. One or two mini-games are team-based, including the Tug-O'-War.



What if I'm rubbish?
The one-player games are there for 'catch-up' moments, where you're lagging behind the other players and need a quick points boost. And if you don't know the answer to a trivia question, you can 'stuff' another player by forcing them to answer it.

Aren't all the mini-games sub-standard *Mario Party* rip-offs?
We've seen all 22, and we're happy to report that they've successfully grasped the concept of keeping them 'simple but fun'.

INFO BURST

CHEF'S LUV SHACK

FROM:	Acclaim-Austin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec	TBA

ANTICIPATION RATING

AN EAR TO THE GROUND

No sooner had we put this month's *Turok: Rage Wars* through its paces than David Dienstbier, Creative Director at developers Acclaim-Austin, revealed to us that work on *Turok 3* was coming along very nicely. Although Dienstbier has nothing to do with *Turok*'s proper threequel, he *is* overseeing the project, and told us that the game will put right a lot of what was wrong with *Turok 2* – including save points, and level layout – as well as successfully instigating an expansion pak'd hi-res mode *without* the second game's frame rate problems. Released next Chrimbo, the game will also feature "some revolutionary new ideas".

There's also some good news from across the seas at Iguana-Teesside, where the team behind *Shadowman* are currently beavering away on its already-eagerly-awaited sequel. Chatting to **N64**, this month, the team revealed that Mike LeRoi and his alter-ego Shadowman would both be undergoing a makeover, while the script would be totally original, rather than based on the comic, as it was in the first game. Those killers have, apparently, also been replaced.

Namco are to develop for the N64! Er, except it's a conversion of the PlayStation hit *Namco Museum*, featuring reworked versions of old classics like *Pacman*, *Galaxians*, *Pole Position*, *Galaga*, *Ms. Pacman* and *Dig Dug*. Not quite what we were after, but still... something.

Also announced this month was an N64 Smurfs adventure from Infogrames, presumably using the engine created for their other 3D adventure, *Taz Express*. It's a kind of sequel to Game Boy adventure, *Smurf's Nightmare*, which we reviewed in **N64**/26. Pretty decent it was too, if a little uninspired. Expect it to hit the shops some time next summer. Yep.



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Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!



Pos	Title	Publisher	Released	Chart movement	N64 review
1 (NEW!)	World League Soccer 2000	T•HQ	9/99	New entry	Issue 33 84%
2 (NEW!)	Rayman 2	Infogrames	10/99	New entry	Issue 35 73%
3 (NEW!)	Rugrats Treasure Hunt	T•HQ	10/99	New entry	Issue 33 48%
4 (NEW!)	Carmageddon	SCi	10/99	New entry	Issue 36 TBC
5 (NEW!)	Duke Nukem Zero Hour	GT	10/99	New entry	Issue 28 90%
6 (NEW!)	Mario Golf	Nintendo	9/99	New entry	Issue 34 90%
7 (NEW!)	Hybrid Heaven	Konami	9/99	New entry	Issue 33 83%
8	GoldenEye	Nintendo	12/97	Last month's chart position – 7	Issue 9 94%
9	V-Rally 99	Infogrames	12/98	Last month's chart position – 8	Issue 22 90%
10	Star Wars Episode I: Racer	LucasArts/Nintendo	7/99	Last month's chart position – 6	Issue 30 88%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	WCW Mayhem	T•HQ • FGT	Issue 36 – TBC
2	Road Rash	T•HQ • RAC	Issue 36 – TBC
3	Bakuretsu Muteki Bangaio	Treasure/ESP • SHT	Issue 36 • TBC
4	Hot Wheels	EA • RAC	Issue 36 – TBC
5	Gauntlet Legends	Midway • FGT	Issue 36 – TBC

N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Turok Rage Wars	Acclaim	SHT	Issue 35 • 87%
2	Jet Force Gemini	Rare/Nintendo	ACT	Issue 34 • 93%
3	Shadowman	Acclaim	ACT	Issue 32 • 93%
4	Rainbow Six	Take 2	ACT/SHT	Issue 35 • 87%
5	WinBack	Koei	ACT/SHT	Issue 35 • 83%

N64 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare/Nintendo	ACT	UK: December; USA: December
2	Zelda Gaiden	Nintendo	ACT	JPN: March; UK: March
3	Donkey Kong 64	Rare	ACT	UK: November 22nd; USA: November 22nd
4	Super Mario Adventure	Nintendo	ACT/RPG	JPN: January; UK: TBA
5	Resident Evil 2	Capcom	SHT	UK: November; USA: November

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Shadowman	Acclaim	ACT	Issue 32 93%
2	GoldenEye	Rare/Nintendo	ACT	Issue 9 94%
3	Zelda 64	Nintendo	ACT	Issue 24 98%
4	Quake II	Activision	SHT	Issue 32 90%
5	Star Wars Episode 1: Racer	Nintendo/LucasArts	RAC	Issue 30 88%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Perfect Dark	Rare/Nintendo	ACT	UK: December; USA: December
2	Smash Bros	Nintendo	FGT	UK: December; USA: Out now
3	Donkey Kong 64	Rare	ACT	UK: November 22nd; USA: November 22nd
4	Banjo-Tooie	Rare	ACT	UK: TBC; USA: TBC
5	Resident Evil 2	Nintendo	ACT	UK: November; USA: November



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VALID FROM 3RD NOV TO 29TH NOV 1999

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
November			
40 Winks	GT	ACT	UK
Custom Robo	Nintendo	ACT	JPN
Earthworm Jim 3D	Virgin	ACT	UK
Gex: Deep Cover Gecko	GT	ACT	UK
Harrier 2001	Video System	SIM	UK
Hot Wheels	EA	RAC	UK
In Fisherman Bass Hunter	Take 2	SPT	UK
Knockout Kings 2000	EA	SPT	UK
NFL Blitz 2000	Midway	SPT	UK
NFL QuarterBack Club 2000	Acclaim	SPT	US
Rainbow Six	Red Storm	ACT	UK
Rayman 2	Ubi Soft	ACT	UK
Resident Evil 2	Virgin	ACT	UK
Roadsters	Titus	RAC	UK
Smash Bros	Nintendo	ACT	UK
Turok: Rage Wars	Acclaim	ACT	UK/US
Viewpoint 2064	Sammy	ACT	JPN
Winback	Koei	ACT	US
Worms Armageddon	Team 17	SHT	UK
December			
Armorines	Acclaim	ACT	US/UK
Army Men: Sarge's Heroes	3DO	ACT	US/UK
Asteroids	Crave	ACT	US
Destruction Derby	Psygnosis	RAC	UK
Donkey Kong 64	Rare	ACT	US/UK
EPGA Golf	Infogrames	SPT	UK
Gauntlet Legends	GT	ACT	US/UK
Ridge Racer 64	Namco	RAC	ALL
Road Rash 64	T•HQ	RAC	US/UK
Rocket: Robot on Wheels	Ubi Soft	ACT	UK
WCW Mayhem	EA	ACT	US/UK
WWF Wrestlemania	T•HQ	FGT	UK
Xena: Warrior Princess	Titus	ACT	US/UK
January 2000			
Nuclear Strike	T•HQ	SHT	UK
StarCraft	Nintendo	STG	UK
Supercross 2000	EA	SPT	UK
2000/TBA			
3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Battlezone	Crave	ACT	US
Blues Brothers 2000	Titus	ACT	UK
Bomberman 64 2	Hudson	ACT	UK
California Speed	Midway	RAC	UK
Castlevania: Special Edition	Konami	ACT	UK
Cyber Tiger 2000	EA	SPT	UK
Daikatana	Ion Storm	SHT	US
DethKarz	GT	RAC	US
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Dragon Sword	Interactive St	ACT	UK
Duck Dodgers	Infogrames	ACT	US/UK
Eternal Darkness	Nintendo	ACT	US
Excitebike 64	Nintendo	RAC	US/UK
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Fighters Destiny 2	Infogrames	FGT	US/UK
Flights of the UN	Video Sys.	SHT	JPN
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Half Life	Sierra	SHT	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hype: The Time Quest	Ubi Soft	ACT	UK
Grand Theft Auto 64	Take 2	ACT	UK
ISS Millennium	Konami	SPT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Kirby's Dreamland 64	Nintendo	ACT	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
Mario Party 2	Nintendo	TAB	JPN
Metroid 64	Nintendo	ACT	JPN
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
O.D.T.	Psygnosis	RPG	UK
Ogre Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Paint Studio (64DD)	Nintendo	ETC	JPN
Perfect Dark	Rare	SHT	US/UK
Pokémon Snap	Nintendo	ETC	UK
Polygon Studio (64DD)	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Rat Attack	Mindscape	ACT	UK
Ready 2 Rumble	Midway	SPT	US
Riqa	Nintendo	ACT	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Sim City 64 (64DD)	Nintendo	SIM	JPN
Snowboard Kids 2	Atlus	RAC	UK
South Park: Chef's Luv Shack	Acclaim	PUZ	UK
South Park Rally	Acclaim	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	UK
Starcraft	Nintendo	SIM	UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario Adventure	Nintendo	RPG	ALL
Talent Studio (64DD)	Nintendo	ETC	JPN
Taz Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Top Gear Hyperbike	Kemco	RAC	US
Top Gear Rally 2	Kemco	RAC	ALL
Toe Jam and Earl	GT	ACT	UK/US
Turok 3	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
UEFA Soccer	Infogrames	SPT	UK
Ultimate War (64DD)	Seta	STG	JPN
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
V-Rally 2	Infogrames	RAC	UK/US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	UK
X-Men	Activision	ACT	US
Zelda Gaiden	Nintendo	RPG	JPN
Zool	Imagineer	RPG	JPN

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Oliver Clark from Rickmansworth wins a copy of Premier Manager 64!

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

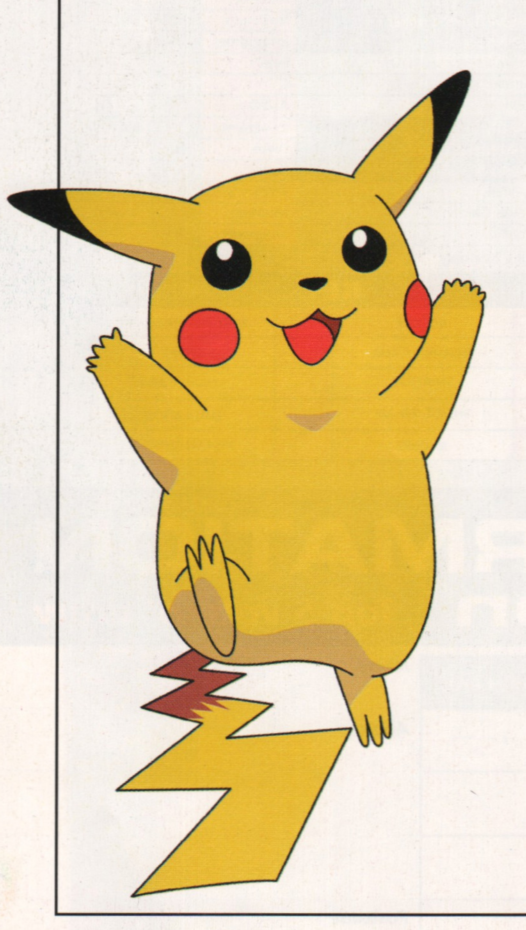
Game wanted ....

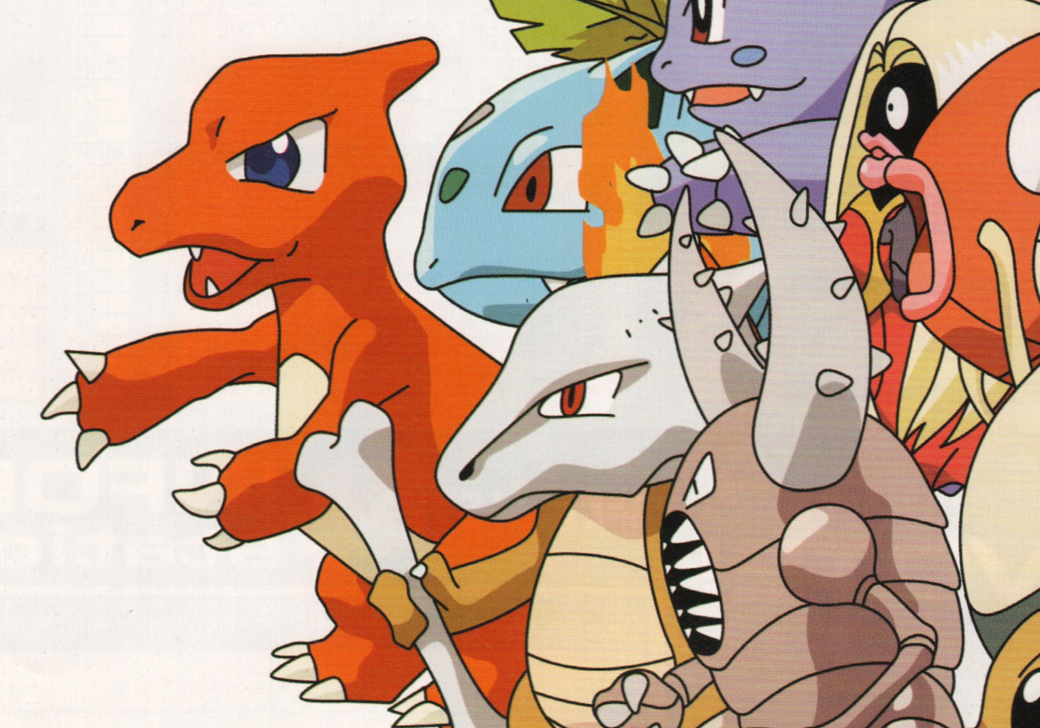
Planet Pokémon

They're everywhere!

You know how it is – you wait years for a glimpse of an official UK Pokémon, then all of a sudden you're buried under an avalanche of Pikachu-related merchandising. Well, an overwhelming flood has to be better than a measly trickle, and you can be sure that there's a whole lot more to come. N64 games, Game Boy sequels, a new range of toys from Japan and more laughably inaccurate coverage in the papers (anyone see that article in The Times about how the Nintendo Saturn had been seen off by strong competition from Sega?).

Anyway, for discerning Pokémon Masters who know the difference, here's a collection of the best monster games, tat and general extras, along with the dates you can expect to see them in this country, and whether they're worth saving your cash for.






GO! GO!

NIntendo 64

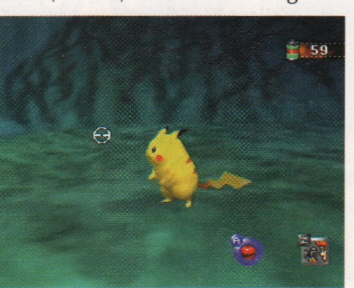
MARCH

Pokémon Snap

US: Out now • N64/29 • 80%

We first got to grips with *Pokémon Snap* two years ago, during Jimmy Ashton's trip to Tokyo for Spaceworld '97. Back then it was destined for the 64DD, and nobody outside of Japan had a clue what Pocket Monsters were all about. The game was finished, but problems with the 64DD meant that nobody saw it again until earlier this year, when it was released on cartridge in Japan.

The game involves a safari through the heart of Pokémon Island, where, armed with a long-lens camera, your task is to get perfect pictures of every single monster. It's a bit like the photos in *Pilotwings*, except you can only control the direction you point the camera – your safari vehicle, Zero One, moves on a preset track. As you get better at the game you'll earn bonus items to charm/antagonise the island's inhabitants into pulling top poses. The Professor rates your entry according to an arcane set of rules, and you can save up to 60 pictures at a time. The Japanese certainly enjoyed it, as did Mark.



Since then, US and Australian (PAL) versions have met with great success, even importing the innovative print-out feature whereby you can take your cartridge down to your local Blockbuster video store (or similar) and print out glossy stickers of your favourite monster photos. Aussies, who tend to live in the desert eating wichety grubs and wrestling crocs (so we're told), can send their carts to Nintendo HQ for a print-out.

SEPTEMBER

Pokémon Stadium

US: March • N64/32 • 83%



The *Pokémon Stadium* we'll be getting is, thankfully, the game released as *Pokémon Stadium 2* in Japan. The original version was good, but most of the Pokémon couldn't be used in the battle arenas, since only 40 or so had any animated moves. The sequel features all of them.



In case you missed the review three issues back, *Pokémon Stadium* is the perfect way to view your monster collection in beautiful 3D, thanks to the GB pak/transfer pak, which allows you to download any of the beasts you've caught in the GB version. Once they're safely inside the 256Mbit N64 cart, you can enter them into tournaments against computer teams of various abilities, from level 10 right up to level 100. You get a typically Nintendo-ish array of cups and bonuses for good performances in the many competitions available, or you can just battle against your friends to make a change from the usual flat GB graphics.

The attacks are spectacular, as are the monsters themselves – they're full of character, and they really do look as soft/hard/cute/ugly as they're supposed to. You can play the Game Boy versions on the big screen, thanks to built-in emulation software, plus there's a selection of hilarious *Mario Party*-style mini-games to try your hand at. It's as bizarre as you could possibly imagine, which is the only reason why the slightly impenetrable Japanese version didn't score higher. Well worth waiting for.

JAPAN ONLY

Pikachu Genki Dechu

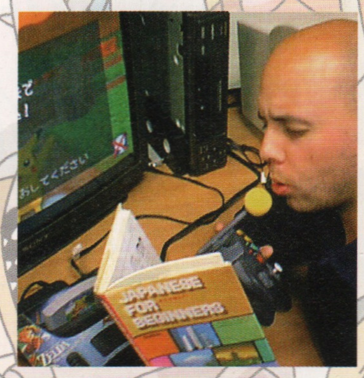
US: No • N64/25 • 75%

Sadly, it doesn't look like we're going to get an English translation of this curious voice-activated virtual pet after all. It wasn't a major hit in Japan, so rewriting the software to get the innovative microphone controller pak to respond to English was probably always a non-starter.

Pikachu Genki Dechu (loosely translated as a baby-talk version of 'Pikachu says "I'm okay"') is an amazing concept – care for Pika by talking to him. Words spoken into the microphone are converted into Pikachu language (Pikachese?) by the N64, sealed up in an on-screen speech bubble and chucked at his head. A thwock sound tells you that Pika has understood, and what happens after that depends on Pika's mood and how much he likes you. You can play simple games to build up his trust, and he soon learns to respond to a impressive number of commands. If you want to play it you'll either have to learn Japanese or hope that there will be something similar for Game Boy Advance some time in the future.



Pikachu understands plenty of Japanese words and a few English ones too. Ask him about PlayStation and he'll zap you with lightning.



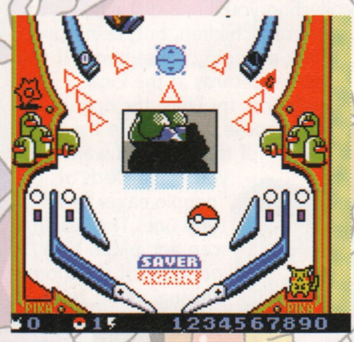
Jes fumbles with a Japanese phrasebook: "Pikachu, is this the way to the nearest airport?"

Game Boy

Pokémon Pinball

FEBRUARY

We rated *Pokémon Pinball* very highly when we got hold of a Japanese version back in issue 30, and it has since gone on to break records and become Nintendo's fastest-selling game ever. The aim is to catch 150 monsters by travelling around the Pokémon world via a pair of slick and pacy pinball tables. Fortunately you don't have to shell out for two cartridges, as the red and blue tables come on a single rumble-equipped hunk of yellow plastic.



Catching a monster involves lighting up its picture by hitting certain targets, then bashing it three times with your Poké Ball. Harder than it sounds, and very addictive. You have to have a good knowledge of where each type of wild Pokémon usually lives, since you need to hit other targets to move to different locations. We haven't heard of anyone getting all 150 so far, anyway. There's also an evolution mode, sub-games, and the ability to trade scores via the infrared port.

What's the difference?

Just so you don't waste your time looking for a monster that doesn't actually appear in your version of the cart, here's the complete list of exclusive Pokémon. There are 11 in each cart, so the only way to get hold of them is by trading.

RED	BLUE
Arbok	Bellsprout
Arcanine	Magmar
Ekans	Meowth
Electabuzz	Ninetales
Gloom	Persian
Growlithe	Pinsir
Mankey	Sandshrew
Oddish	Sandslash
Primeape	Victreebell
Scyther	Vulpix
Vileplume	Weepinbell

Mew

EASTER

As most Pokémon collectors will no doubt be aware, there's a 151st monster tucked away inside every *Pokémon* cart. His name is Mew, and he's such an unusual creature that he doesn't fit into any of the 15 standard monster categories. Instead he's listed simply as a New Species, and he's incredibly powerful. Mew can learn any TM or HM (the bonus ability packages you get at various points), so once you've got him in your party, you can use him as an all-purpose utility monster by teaching him Cut, Surf, Fly and Flash, or as an almighty fighting machine.

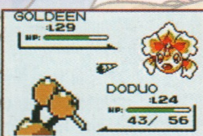
But how do you find him? The only way to catch Mew is by downloading him from one of Nintendo's special event roadshows. There have been loads of them in Japan and the States, and those lucky Aussies even got the chance to get Mew via mail order, by sending their *Pokémon* carts to Nintendo's HQ down under. So when do we get the chance to do the same? Next Easter! It's not that long to wait. Just think – *Perfect Dark* and Mew in the same month. Not bad.



The Mew queue at Spaceworld. People stood in line for hours to download the rarest of monsters.

Pokémon Yellow

JUNE



This special edition version of the game is much the same as the current versions, except with a tweaked monster list and one major difference – Pikachu. The plot is designed to follow the cartoon series more closely, so instead of getting a choice of Charmander, Squirtle or Bulbasaur at the start of the game, you're stuck with the cute yellow one that, inexplicably, nobody else wants.

After that, Pikachu refuses to go in his Poké Ball and follows you around for the rest of the game. You can listen to his wise sayings ("Pika!" and "Chu!") and print out Pikachu stickers on the Game Boy Printer. There are also some different pictures for your Pokédex, different trainers, a new battle mode and different monster locations – you need to trade with both *Red* and *Blue* to get all of them. The Japanese version also had a Pikachu surfing mini-game, which worked in conjunction with *Pokémon Stadium* (hopefully it's still in the translated versions). *Pokémon Yellow* is already out in Australia and the States, and the Japanese had a smart Pikachu-yellow printer to go with it. We're due to get it next June, along with a trendy yellow and blue Game Boy.



GO! GO!

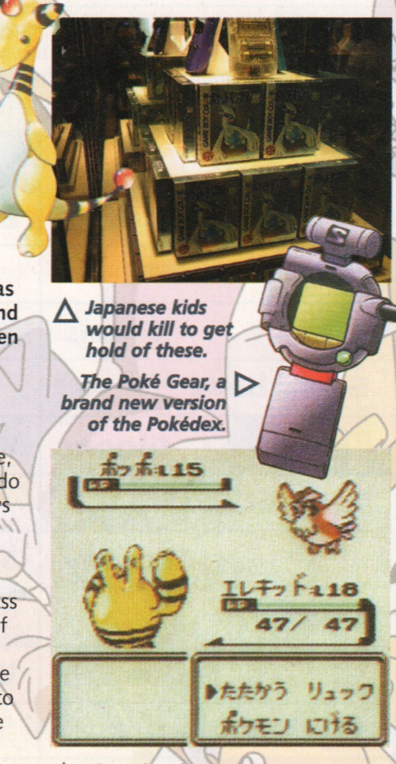
Game Boy & Cards

Pokémon Gold/Silver

EASTER 2001

The first proper sequels to the original games should be causing riots at software shops in Japan on November 21. The godfather of Pokémon, Satoshi Tajiri, has been slaving away to create over 100 new monsters, a new Pokédex, new features such as cross-breeding, super-evolution and skateboard transportation, and even a real-time clock.

Pokémon from the earlier versions can be transferred to the new ones, where they might just evolve a little further – for example, Yadoran (Slowbro) evolves into Yado King in *Pokémon Gold* (who knows what Mew might turn into…). There's also a day/night feature, with special events happening at certain times, and a whole new class of Night Monsters to go with it. Of course it will be impossible to play through without a good knowledge of kanji, but we can look forward to a flood of import versions from the States next September, before the official UK release around six months later.



Japanese kids would kill to get hold of these.

The Poké Gear, a brand new version of the Pokédex.

The select button repeats your last action, to save menu hassles.

Pokémon Trading Cards

OUT NOW

One of the best Pokémon spin-offs is this collectable two-player card game from Wizards of the Coast, the same people who make the cult Magic the Gathering game. You begin with a starter deck, which contains a selection of monsters, bonuses and energy cards. Each monster has a specific attack and a number of hit points, and by drawing cards from a pile you can collect enough energy points to attack, activate a special ability, or switch a weedy monster with a stronger one from your team. It's easy to learn and fun to play.

The monsters in the starter deck are a fairly common bunch, so in order to get a stronger team you have to buy booster packs, which may or may not contain a rare holographic card. Like the Game Boy games, the only way to catch 'em all (unless you've got the money to buy hundreds of booster packs to get that last elusive Mew) is by swapping with other players or buying rarities from online auctions.

Some first edition cards are already virtually impossible to obtain, and one-off designs such as Jes's E3 Pikachu card sell for millions. Well, a few quid, anyway.

FINDING RARE CARDS

If you need that Machamp holographic card to complete a collection you'll one day pass on to your grandchildren, but, being over 18, risk a lengthy jail sentence if you try to swap cards at the local playground, try Ebay, the online auction house. Just type in the name of the card you want and you'll find loads of people eager to sell you one. The bidding can get a little high on some of the more unusual items, but you can easily fill the holes in your collection after just a handful of visits.

Pokétat

Pikachu and friends just wouldn't be the same if you couldn't adorn your house with fluffy replicas and cool models. Five essentials…

POKÉMON BEANIE PLUSH

Hasbro • £6 • 0181 569 1234

Now that Pokémon has firmly – finally – arrived in the UK, you'll find a bundle of officially-sanctioned European Pokémon goods, including these wonderfully soft Pokébeanies. They seem a little out-of-proportion, with Snorlax having gone on a diet and Pikachu looking to have done the exact opposite, but otherwise they're just about the cutest things you ever did see. And they come with a label telling you all about them. Snorlax is 6'11" tall, apparently, and weighs 1014 lbs. Cripes.

88%

GIANT CUDDLY PIKACHU

Project K • £22.99 • 0181 508 1328

Create a Pikachu that's bigger than your head, fill him with soft, squeezable foam and dress him up in a shellsuit-style plastic coating, and this is what you get – a giant, squeezable, shellsuited Pikachu. This one's really been at the cake, but that just adds to his huggability, and his mousey face, floppy ears and trademark glowing cheeks are all present and correct. It'll only take one big cuddle to fall in lurve.

85%

POKEMON MUSIC BOX

CA Games • £27.99 • 0141 334 3901

This is the first Pokémon-related item we've had in the office that looks so valuable we were almost too scared to touch it. As a gorgeous, hand-painted mantelpiece curiosity, it's perfect. But rotate it on its base, and it begins to spin slowly, and play a tinkly version of the Japanese TV show theme. It's pricey, and we can see the novelty wearing off before too long, but it's a beautifully-crafted piece of Poké-merchandise.

90%

POKÉMON PENCIL-TOPS

Project K • £23.99 for 23 • 0181 508 1328

If the end of your pencil needs brightening up, these mini Pokémon pencil-top thingies are just the job. The full set features a whole host of monsters you don't normally see adorning Pokémon merchandise – including Dugtrio, Hitmonlee, Magnemite and Electabuzz – and they're beautifully detailed. They're a good deterrent to the pen-chewers of the world, too – we almost had to take Mark to intensive care after he absent-mindedly gnawed at the end of his pencil and got Gengar stuck halfway down his throat.

82%

POKÉMON FIGURINES

CA Games • £3.99 • 0141 334 3901

We've featured these two-inch high Pokémon figurines before, in purely Pikachu form, but now we've just got our hands on a bundle of new monsters. Meowth, Poliwhirl, Electrabuzz and Dragonite have been painstakingly painted, which makes it all the more saddening that some of the colours are hopelessly wrong (Meowth with a green shoe on his head rather than yellow?). Still, they'll look very nice adorning the top of your TV or on that otherwise useless shelf on the car dashboard.

80%



N64 presents
planet
GAME BOY
S, REVIEWS AND TIPS FOR YOUR GAME BOY
OLOR, POCKET, CAMERA AND PRINTER
THE BIG GAMES THIS ISSUE!
CRAZY BIKERS
page 39
They've had one accident too many! Mad biking fun!
ASTEROIDS
page 38
Retro arcade updates on the Game Boy? Surely you jest?
WIN!
A BRAND NEW GAME
with your GB camera pics
NEVER EVER LET ME OUT!
It's just you, a small monkey and a very sharp knife!
STRANDED KIDS
PLUS! TIPS!
What you need to do to fill your Mario DX scrapbook and more! Inside!
ISSUE 10
December 1999

Welcome to Planet Game Boy

With speculation rife thanks to Nintendo's latest revelations about how the Game Boy Advance will revolutionise the way we look at handhelds, we shouldn't forget that the 8-bit Game Boys are still very much alive, and can kick like a mule in the hands of the right developers. Konami came up trumps this month with a pair of real gems, and with *Pokémon* taking off like a rocket as we head towards the new year, there's plenty of life on the old Boy yet. Indeed, the brand new Gold and Silver editions of *Pokémon*, set to become the biggest games of the year in Japan, will run on any Game Boy, past, present or future.

Nintendo have an endearing habit of never forgetting their older systems (the Super Famicom is still going strong in Japan these days, thanks to downloadable software vending machines), so we can expect plenty of support for backwards compatible software. It would come as no surprise to find that some GB Advance games had been given a dual format simplified mode to run on 8-bit machines.

So, we'll still be trading *Pokémon* on our trusty GB Pocket models while we wait for the next big thing. Shigsy himself is working on at least one original *Mario* game to launch the new machine, and we're keeping our fingers crossed for a multiplayer conversion of the original SNES *Mario Kart*... You never know.

Martin Kitts, Editor

planet GAME BOY
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Issue 10, December 1999
Editor: Martin Kitts
Contributors: Tim Weaver, Wil Overton, Andrea Ball, Justin Webb, Neil Pedoe, Mark Green

ADVANTAGE NINTENDO



It's on its way! The successor to the Game Boy Color is scheduled to be released just before the next-gen Dolphin console late next year, and its huge potential has already got the gaming world buzzing. So here's everything you need to know about Game Boy Advance – the handheld half of Nintendo's Dolphin dream system.

32-BIT

So it's blindingly fast for a handheld. The 16-bit Neo Geo Pocket is the current muscle machine amongst handhelds (although there's not much difference between it and a Game Boy Color), but the Game Boy Advance is likely to be the first and only portable machine capable of reasonable 3D graphics.

BACKWARDS COMPATIBLE

The cartridges will be the same size as old Game Boy ones, so you'll still be able to play your existing games on the new machine, complete with an enhanced colour palette and an even better screen. No doubt the link-up socket will be the same as the GB Color one – to enable Pokémon trading – and we hope the infrared port stays too.

NEW SHAPE

The classic Game Boy shape is no more! The GB Advance will be the same size as a GB Color, but in order to accommodate the larger screen it's been shifted through 90° (just like the Neo Geo Pocket, the Game Gear, and all other handheld consoles apart from the PC Engine GT). Actually, the Neo Geo shape is less cramped than the Game Boy's upright arrangement, and there's room to add shoulder buttons on top of the console if Nintendo wanted to. We'd reckon a SNES-like six-button arrangement is a must.

WIDESCREEN DISPLAY

With the advent of widescreen TVs replacing the old square ones, the Game Boy Advance will follow suit with a 16:9 aspect ratio screen. It's a razor-sharp 240x160 pixels in area, compared to the traditional 160x140 found in other Game Boys, and roughly 6cm wide by 4cm tall – equivalent to a GB Color screen with an extra 50% on the side. It can also display more than 65,000 colours simultaneously, which is, when you compare it to the GB Color's 56, simply staggering.

INTERNET

Not only will you be able to send and receive email via the GB Advance's mobile phone link-up, you'll also be able to send live digital pictures via a colour update of the Game Boy Camera. The idea is that you can see the face of the person you're playing an Internet game against – presumably a Dolphin game rather than a GB one. So with the GB Advance plugged into the Dolphin, you'll have a separate screen showing a picture of an opponent from anywhere in the world. Fantastic. The software to do this is already being developed by Mobile 21, a new offshoot of Nintendo and Konami.

モバイル21

DOLPHIN CONNECTION

There's no reason why the GB Color couldn't be used to link up with the Dolphin, and we suspect it probably will be possible, via a new version of the transfer pak. But Nintendo felt they needed something a little flashier to accompany their new super console. Hence the GB Advance will be designed from scratch to make the best use of the Dolphin's hardware. We'll just have to wait to find out how it works.

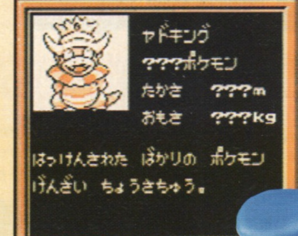
BATTERY LIFE

The highly efficient ARM processor requires very little juice to run properly, and the rest of the hardware, such as the screen, the link-up ports, the sound chip and whatever else Nintendo's console creation wizards decide to throw in, are all designed to provide maximum battery life. The GB Advance will take two AA batteries, which should last for around 20 hours – the same as the GB Color.

GAMES

Interest in the GB Advance is predictably high amongst games publishers, and with good reason. Game Boy titles rarely sell in the same kind of quantities as N64 games in the first few weeks, but they're cheaper to produce and can carry on notching up sales for years. How does 35 million copies of Tetris sound? Pretty good if you're a software company's accountant! We can expect massive third-party support for the new machine, as well as a Miyamoto game or two as launch titles.

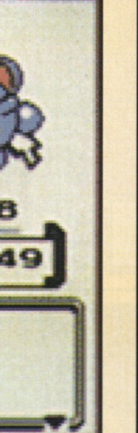
POKéMON SEQUEL DATES



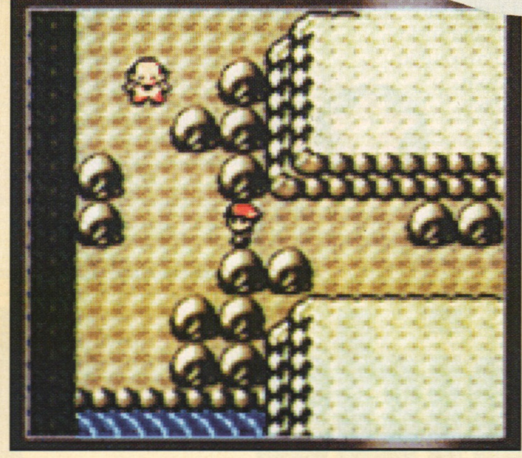
Dreaming of Mariru? We're sure we're not the only ones who'd like to catch one of Pikachu's fat blue rivals, but sadly none of us will be able to get our hands on an English language translation of the next instalments in the Pokémon saga, *Pokémon Gold* and *Silver*, until next September at the very earliest. Because that's when they're confirmed for launch in the States, with a UK release the following Easter. No doubt there will be an Australian version somewhere inbetween too, so ultra-keen Pokémaniacs over here should have plenty of opportunities to pick up a reasonably priced grey import.

Another new creature. Thankfully they're all brilliantly designed.

Wil's incredible talking Mariru. Wiggle its tail and it mumbles.



Very similar to the original. Underground caves and trainer battles.



The logos you'll find on Japan's hottest Game Boy games of the year.





MEGA MEMORY

The latest innovative add-on from Datel/NexGen is the weird-looking Mega Memory pack, which provides an extra 8Mbit of memory to store your game saves on. It works by copying the save from a Game Boy cart, leaving you free to start again on *Pokémon* without losing your precious monsters. Sneakily enough, you can even copy the save game from one cart to another, should you feel the need for some hardcore cheating. Not that we'd recommend that kind of behaviour, of course.

There's enough room for up to 100 saves, depending on the size of the save in question, so you could easily store the saved data from your entire games collection, if you really wanted to. Unfortunately, you can't back up pictures from the Game Boy Camera, since the upside down design of the Mega Memory means that the Camera won't fit into its piggy-back connector. Mega Memory is available everywhere for around £20.





Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.

Stranded Kids

From: Konami **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Yes **Out:** November

Apart from *Zelda DX* and *Harvest Moon*, quality Game Boy Color RPGs have been few and far between. Fortunately, Konami have come to the rescue with *Stranded Kids*, an original survival RPG of genuine class.

The story starts with your hero or heroine, Ken or Mery, regaining consciousness after being washed up on a desert island following a shipwreck. From then on, you face a battle of survival against nature and the elements as you attempt to stay alive long enough to investigate the secrets of the island and find a way off it. Day soon changes to night as you wander around, and you have to be careful not to stray too far from your home camp, because a lack of sleep can prove fatal (as can just about everything else). You'll also need to find a way to kill and cook the local wildlife, but you'll have to be quick about it since there's no refrigeration, and eating rancid food will poison you. A menu system allows you to combine the items you find while beachcombing, so you can start fires and make tools, and a friendly monkey will lead you towards various clues. It's great fun, well structured, and tricky enough to make you think, without being horribly complicated. Outstanding, in fact.

5

There's something about Mery that monkeys just love.



This is where the adventure begins. Search the sand dunes for washed up wreckage and handy items.



Mery stabs an innocent deer to death, the heartless mare.

This bit brought back memories of Andrea's whacking stick. We'll use it to terminate that monkey.



The poor girl's on her last legs, due to a lack of sleep.

Asteroids

From: Activision **Price:** £20 **Save:** Password **Link-up:** Yes **Colour:** Yes **Out:** Now





It's the amazing 1979 vector asteroid. Top geek humour there.

You would have to have been playing videogames since the very beginning to remember this in its original form – indeed, N64 young guns Tim and Mark were still years away from being potty trained when *Asteroids* ruled the roost.

But in the subsequent 20 years we've had countless *Asteroids* updates on just about every games system ever made, so it's not as if this latest Game Boy version is covering any new ground or rediscovering a lost classic. *Asteroids* has always been with us, in one form or another.

The aim, as ever, is to blast your way through an endless series of asteroid fields. The single-screen playing area wraps around at the edges, so flying off one side makes you reappear on the other, and as the screen fills up with asteroid fragments, you get less and less time to think about finding a safe spot to shoot at them from. This version includes new weapons, some unpleasant enemy craft and black holes, but it hasn't forgotten its roots – look out for the old-style vector asteroid, which rearranges itself into the number 1979 when shot open. The original scary heartbeat sound has been replaced by some horrible generic computer music, but the game itself is certainly playable enough, while maybe rather basic.

3



Power-ups can be collected to add all sorts of interesting new weapons and gadgets to your arsenal. It's all good clean fun.

Crazy Bikers

From: Konami Price: £25 Save: On-cart Link-up: Yes Colour: Only Out: Now

Crazy indeed. You should see the things these miniature biking nutters get up to on their pint-sized, nitro-powered machines – loops, flips, wheelies and high-speed collisions with brick walls. They do it all, take plenty of tumbles, and hop back in the saddle for another painful lap.

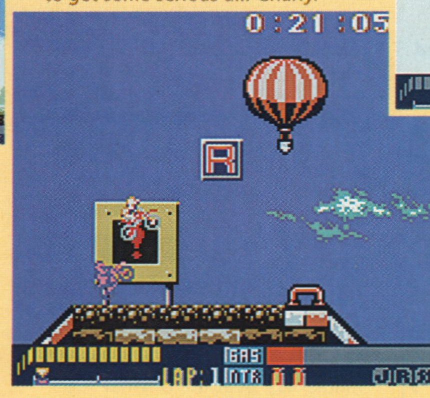
Crazy Bikers is an update of a fairly old concept, and it's perfect for the GB Color's little screen. You race against the clock along the scrolling tracks, collecting nitros and pulling bonus stunts off the many ramps you'll bounce across. The D-pad makes your rider lean one way or the other to keep the bike upright, and you can use the boosts you pick up to zoom off into the sky to get hold of bonuses or throw in a few crowd-pleasing spins for effect.

It's a simple, throwaway concept, but a highly addictive one, particularly when racing against a friend via the two-player link-up mode. There are time trials, championships, plenty of courses to race on, and even a track editor so you can make up your own set of lethal jumps and impossible loops. Much more fun than the likes of *V-Rally* and *Top Gear* on the Game Boy, that's for sure.

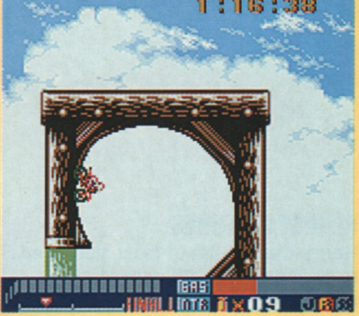
4



And they're off! Use a nitro boost to get some serious air. Gnarly.



In the two-player link-up mode you can see your rival's ghosted bike. Very cool.



Not even Sonic would be daft enough to attempt that on a motorcycle.



Sometimes you have to go for the tricky bonus icons.

NBA Pro 99

From: Konami Price: £25 Save: On-cart Link-up: Yes Colour: Yes Out: Now

If the arcade-style antics of Acclaim's *NBA Jam* don't tickle your fancy, then perhaps you'd prefer a more serious approach to the noble sport of basketball, pastime of giants. *NBA Pro 99* is a full five-on-five sim, with the option to take on a staggering 82-game season (assuming the human thumb can tolerate such a strain).

Despite the more realistic setting, *NBA Pro* has a stylised, cartoony look to it. The two-tone, faceless players are easy to make out, and despite suffering from the occasional bit of sprite flicker when things get hectic underneath the basket, it generally looks like a good Game Boy sports game should.

However, it isn't the deepest basketball sim you'll ever play. The two-button control system doesn't allow for a huge range of moves, and you'll rarely see anything on the in-game screens that looks like the replay movies you'll be treated to after a big dunk. Still, it's on a par with *NBA Jam* as far as gameplay is concerned, making it a decent alternative for those looking for a more involving piece of handheld basketball. Just don't expect anything like *NBA Courtside*!

3



Suh-LAAMMM!!! Nice cut scenes accompany the fiercest dunks.



As in all basketball games, defence is much harder than offence.



The boy in yellow launches a speculative effort.



Rushing in to pick up the rebound. Go, giant, go!!!



There's a full NBA roster to choose from. Impressive stuff.



In the Chicago Bulls' back yard. Don't expect to see Michael Jordan.

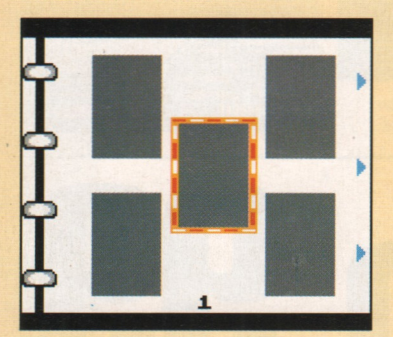
Super Mario Bros DX

ALBUM PICTURES

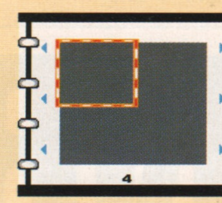
Here's the full list of tasks you need to accomplish to fill your photo album:

PAGE 1

Top-left: Fill up the score meter in challenge mode.
Top-right: Get every medal in challenge mode.
Middle: Beat the original 1985 mode.
Bottom-left: Beat the star levels in the original 1985 mode.
Bottom-right: Beat the Super Players levels.



PAGE 2



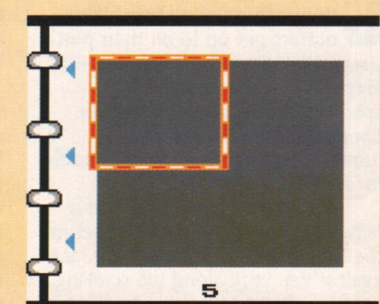
Top-left: Get the fireworks display at the end of a level.
Top-middle: Get a 1-Up mushroom.
Top-right: Find and climb a vine.
Middle-left: Beat the original 1985 mode.
Middle: Rescue the princess.
Middle-right: Trade high scores with someone.
Bottom-left: Get every red coin medal in challenge mode.
Bottom-middle: Get every high score medal in challenge mode.
Bottom-right: Get every yoshi egg medal in challenge mode.

PAGE 3

Top-left: Kill a Goomba.
Top-middle: Fireball a Bloober.
Top-right: Kill a Lakitu.
Middle-left: Kill a Cheep Cheep.
Middle: Kill a Hammer Brother.
Middle-right: Stomp a Bullet Bill.
Bottom-left: Kill a Koopa Troopa.
Bottom-middle: Fireball a Spiny.
Bottom-right: Kill a Buzzy Beetle.

PAGE 4

Top-left: Kill Bowser in world 1-4 with fireballs.
Top-right: Kill Bowser in world 2-4 with fireballs.
Bottom-left: Kill Bowser in world 3-4 with fireballs.
Bottom-right: Kill Bowser in world 4-4 with fireballs.



PAGE 5

Top-left: Kill Bowser in world 5-4 with fireballs.
Top-right: Kill Bowser in world 6-4 with fireballs.
Bottom-left: Kill Bowser in world 7-4 with fireballs.
Bottom-right: Kill Bowser in world 8-4 with fireballs.

R-Type DX

LEVEL SKIP

To skip a level you've already completed, simply pause the game then press B.

SUPER SHOT

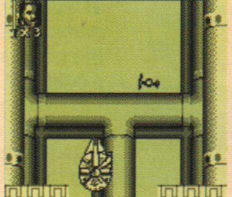
In R-Type II, you can unleash a huge shot when you've got the biggest and best force pod on the front of your ship: Charge your beam, release the pod, and tap the fire button like crazy to cause some severe carnage.

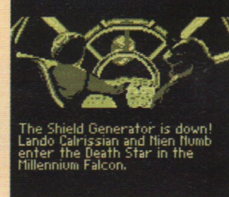






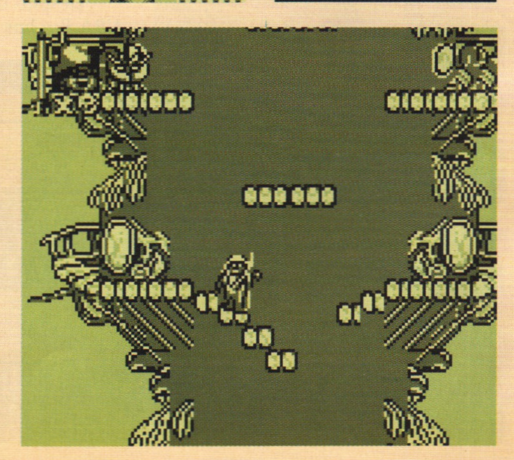
Return of the Jedi





If you want to go to the start of any level that takes your fancy in LucasArts' Star Wars platformer, then just enter one of the following codes at the password screen:

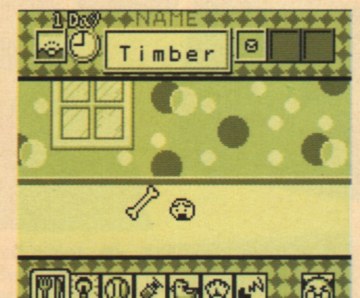
Dance Hall: SNKMTD
Sail Barge: RWVJBC
Endor: TFGBMN
Ewok Village: HJMKPL
Power Generator: QGTHGD
Death Star: PSVZKL
Tower: SFPYSW
Death Star Mission 1: CGGYQM
Death Star Mission 2: KFGZXQ



Tamagotchi

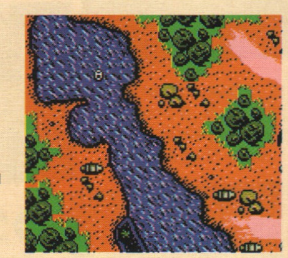
BONUS GALLERY
Win a tournament with an adult Tamagotchi, and you'll get a little symbol above its head on the stats screen. Now you'll be able to access the sound test mode and view a gallery of all the different kinds of Tamagotchis.

TOILET TRAINING
When your Tamagotchi reaches the grand old age of three years, press the rubber duck icon just before it soils its playpen (you can always tell when your Tamagotchi is going to have an unfortunate bowel-voiding incident because it will start shaking uncontrollably). A toilet will appear and your Tamagotchi will be able to take a dump in more sanitary conditions.



Black Bass Lure Fishing

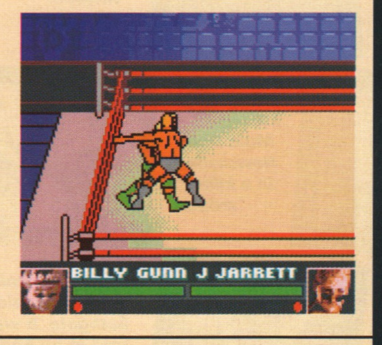
PASSWORD
To skip past the tiddlers and move straight on to the juicy fish on level two of Take 2's fishing sim, all you need to do is fill the password line with the letter K.



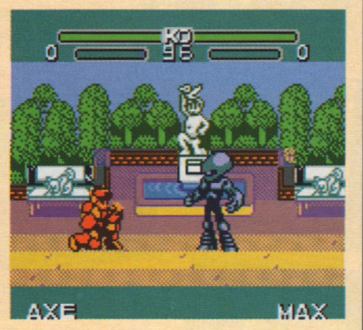
WWF Attitude

FIGHT YOUR PARTNER
In tag team mode, leave the ring and walk around the outside to where your partner is standing. Thump him a few times and he should retaliate nicely, leading to some top rule-breaking action.

EASY WIN
Use this tip for a guaranteed victory (well, nine times out of ten). Flatten your opponent, then climb on the turnbuckle. When he comes closer, press Up and Attack to do a flying belly splash. Repeat until bored.







Power Quest

FREE PART
Start a new game, but don't go into the shop until you get to the General. Fight him, lose, and go into the shop once. Buy a level 1 part and defeat the General, then continue your game without going into the shop again until you are asked to go to the Japanese castle. Lose your next battle, then go into the shop again. You'll be the ten millionth customer and get a free power pack (or sometimes another part).

LEVEL 4 PASSWORD
9-9-9-6
G-8-8-9
8-9-9-S

HIGH SCORES

More top *Mario* scoring action this month, although nobody managed to topple Catherine Wakely's superb Challenge mode score. And what about Super Player? We know you're up to the job…

MARIO DELUXE

Original
5,207,150 Ben Spratt, Bristol
3,067,200 Dave Hartley, Burgess Hill
2,095,100 Andy Scheuber, Stevenage

Challenge
1,264,100 Catherine Wakely, email
1,181,550 David Teixeira, New Zealand
1,180,100 Dave Hartley, Burgess Hill

Super Player
301,100 Jonathan Francey, Gilford
95,550 Leigh Madden, Hull
88,500 Mark Kelly, Cheshire

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford

Ultra (level 0)
21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge

Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury

Marathon (level 9)
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London
2,240,101 Andrew Marriot, E'burgh

GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand

Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland

Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Helmet
9999 Jonathan Denne, Stansted
1518 Luis Costigan, Sutton
1164 Martin Hall, Dover

Scores wanted

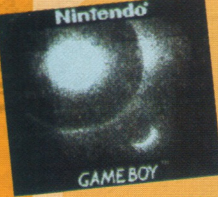
Send your high scores to: **Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** If you're online, email us at n64@futurenet.co.uk

Game Boy Gallery

WINNER!

Tom Wyatt sent us this vaguely disturbing clown freak thing. It looks like he used a bit of the old mirror lens and some fine gurning. Appropriately enough, Tom hails from Staines. Indeed.

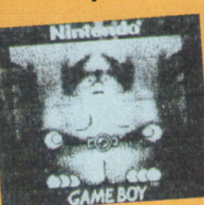




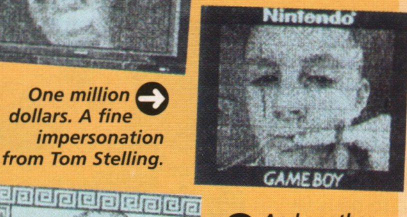
So that's what the eclipse looked like. Our thanks to Matthew Sexton for enlightening us in cloudy Bath.

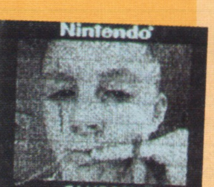


Anjum Quresh from Kent sent us this screamy polarised effort.



Ryan Medlock's top bumcheek warrior.





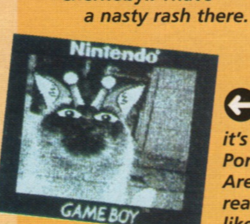
One million dollars. A fine impersonation from Tom Stelling.

Aylesbury's own Nick Pratt, assaulted by an army of flying Boos. Worrying rather than scary.

And another negative effect picture, this time from George Jackson. Interesting.

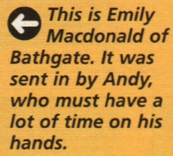
Joshua Clark from Chernobyl. That's a nasty rash there.

Nasty. Steven Mole from Newcastle, in a killing mood.



This is called Cyber Cat, and it's from Steven Port of Bridgend. Are you sure it's really a cat? Looks like a ferret.





This is Emily Macdonald of Bathgate. It was sent in by Andy, who must have a lot of time on his hands.

Believe it or not, this is Mario's Ghost. From Tomas Woodbridge.

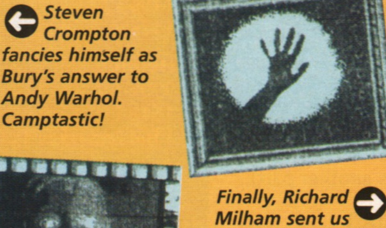




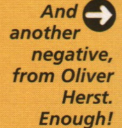
On holiday near sunny Sellafield, Alex and Josh Woods snapped this cool mutant sheep.

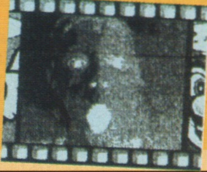


Steven Crompton fancies himself as Bury's answer to Andy Warhol. Camptastic!

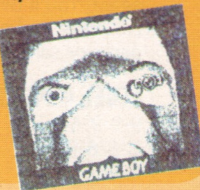


Artistic hand and light combination from London's Tim Siu. Looks a bit like Pac Man, if you squint...





And another negative, from Oliver Herst. Enough!

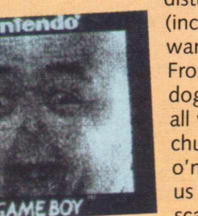


Finally, Richard Milham sent us this. Is it a body part? It had better not be! Yeuch.

Come on everybody, let's do the mutio.

Once again it's time for some first-degree mutation – Sellafield style. Actually, we've had a few interesting still life pics this month, not least of the amazing non-event that was the solar eclipse. The sharpest one came from Matthew Sexton, who took his pic from under the clear blue skies of the Med, but thanks to all our other overseas readers who were thoughtful enough to show us what we missed.

Elsewhere it was freakage as usual, with more than a few disturbingly unidentifiable stickers (including several that we just didn't want to touch with our bare hands). From faceless zombies to two-headed dogs, we reckon we've just about seen it all when it comes to chunder-inducing freaks o'nature. You can gross us out, but you can't scare us. We've received special training for this, and our stomachs are made of cast iron. Now somebody pass the Alka Seltzer, please.





Send us your freaks!

This is the current state of the art in Game Boy Camera photography, but there's always room for new talent to burst onto the scene – it's the spirit that put men on the moon and a portion of crunchy bits on the side of yogurts... or something like that. Anyway, if you've got a picture that you'd like to share with the world, send it to us. You could win a game! Can't say fairer than that. Post your pics to:

Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW









EVERY MONTH – ONLY WITHIN THE PAGES OF





SPECIAL INVESTIGATION

DONKEY KONG 64

Donkey Kong and chums are back. We blow apart Rare's latest masterpiece for all to see...

△ Tiny Kong being pursued by two huge robotic Kremlings.

▽ Chunky Kong goes for a quick dip. See how deep the water is?

INFO BURST

DONKEY KONG 64	
FROM:	Rare/Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

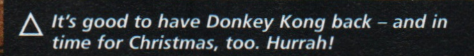
WHEN'S IT OUT?

Dec 3rd worldwide

ANTICIPATION RATING

N64's Special Investigations can take us all over the world. This month, we sat down with *Donkey Kong 64* at London's ECTS show.




△ *It's good to have Donkey Kong back – and in time for Christmas, too. Hurrah!*

ANIMAL MAGIC

You may remember that, in the original SNES *Donkey Kong* games, DK and his friends were helped out in certain places by some animal chums. Splendidly, they're all back for more adventures…

RAMBI



This trusty rhino – first seen in the opening level of the original *DK Country* – uses his horn to smash crates, buildings and walls, opening up secret passages and areas. Rather than riding Rambi, though, it seems that in *Donkey Kong 64* you actually get turned *into* him. Plum.

ENGARDE



Everyone's favourite swordfish is back. Whilst his spike-shaped nose is undoubtedly useful when it comes to dispatching enemies, our fishy friend can also swim at blinding speeds, leap out of the water and reach unimaginable depths – handy on the water levels, no?

GLIMMER



Some of the submerged sections of *Donkey Kong 64* are so deep that no light can reach them. Glimmer is a deep-sea fish with a handy lamp perched on the top of his head. He'll follow you around the inky black of certain levels, illuminating the dark areas ahead of you.

GUNS N' MONKEYS

Tremendously, *DK64* features a huge selection of weaponry for its large, hairy apes to do battle with. We've already seen teeny-tiny chimp boy Diddy toting two pistols, Jon Woo-style (obviously, they fire peanuts). And then there's the hoofing great bazooka that Chunky and DK use to blow away the reptilian opposition. Nicely.



MINI GAME MADNESS

As well as offering vast levels to explore, different characters to play with and secret areas to uncover, *DK64* puts a heavy emphasis on sub-games. We're not quite sure *exactly* how many there are, but they're all vital for success. Here are a few that we've encountered so far…

CANNONBARREL SHOOTING



A fantastic 3D, 64-bit updating of the barrel-firing fun that ran throughout the three SNES *Donkey Kong Country* games. Once you've hopped into a barrel, you'll switch to a first-person view, complete with crosshair, so you can aim yourself towards the next barrel. Of course, because you'll fly in an arc, rather than straight ahead, you'll have to adjust your sights accordingly. And with life-giving balloons and other objects floating around, the potential for showing off is enormous. If you're good enough, you can fire yourself at the proper trajectory and grab freebies en-route to the next barrel. Classy.

BARREL BASH

Not unlike those arcade games where you have to bash small animals on the head with a mallet as soon as they appear, this game requires you to throw melons at kremlings which randomly pop out of a number of barrels. Quick reflexes are essential.



JET PACK CHIMP



In a knowing nod to the evergreen *Pilotwings*, this game sees giggly monkey child Diddy strapping on a jet pack and navigating a series of rings. Armed with twin pistols, our chimpy chum must also blast any airborne nasties that appear.

BEAVER BONANZA

Transforming into a small crocodile – shades of the yumblie/grumblie race with Mr Vile in *Banjo-Kazooie*, here – the aim is to chase the pesky beavers into the hole in the middle of the arena. It's not easy, but it's great fun.



FLYSWATTING



One of the more basic sub-games, this, but it's no less enjoyable for that. Becoming a huge, erm, flyswatter, you have to smash a hyperactive fly which moves at lightning speed around the small room. Hectic, simple, and a lorra lorra fun.

GO! GO!



RAP-SCALLIONS
Taking *Banjo-Kazooie's* superb country hoedown intro one step further, *DK64* opens with a no-expense spared rap-flavoured intro, featuring all five Kongs, and lasting a full *five minutes*. Tremendous stuff. You even get to see DK and pals playing the drums, scratching records, and so on. Handy text accompanies the rapping so you can even improvise your own monkey-style karaoke sessions. Probably.





KONG RACE



Although they can generally be described as sub-games in themselves, there's plenty of racing action in *Donkey Kong 64*.

BEETLE ADVENTURE RACING

At one point, Lanky Kong must race this huge insect through tunnels and icy corridors. One of his special moves (running on his long arms) is especially helpful here because he can move much faster using it.





NAVY SEALS

A little like the race with the octopus in *Diddy Kong Racing*, here DK has to beat a seal through an obstacle-laden course, while being pulled along by a small boat engine type thing – at least that's what we think it's called.





SCALEXTRIC

This is tremendous fun – squeaky girl Kong Dixie takes part in a slot-car race with an angry kremling. She can change lanes with a twitch to the side, which is essential for overtaking and avoiding obstacles.





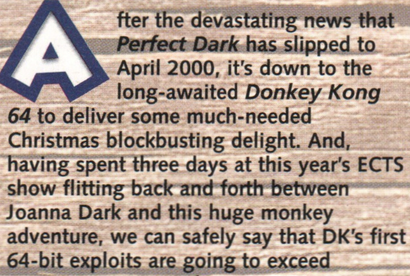
MINE CART /ROLLERCOASTER



Two variations on a theme here: the minecart ride allows you to leap and reach over the sides to grab coins, whereas the rollercoaster (first seen in *Donkey Kong Country 2*, fact fans) requires you to out-manoeuvre a giant skeleton boss.

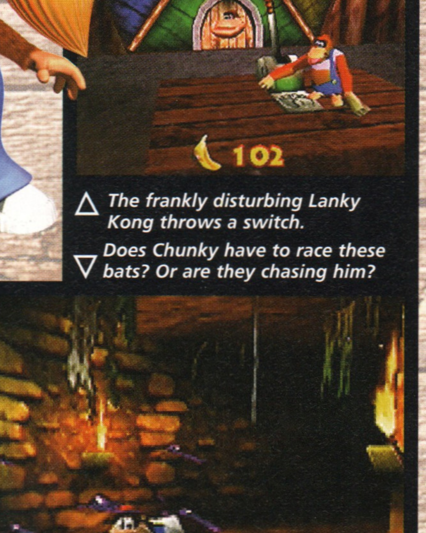






△ The frankly disturbing Lanky Kong throws a switch.

▽ Does Chunky have to race these bats? Or are they chasing him?



After the devastating news that *Perfect Dark* has slipped to April 2000, it's down to the long-awaited *Donkey Kong 64* to deliver some much-needed Christmas blockbusting delight. And, having spent three days at this year's ECTS show flitting back and forth between Joanna Dark and this huge monkey adventure, we can safely say that DK's first 64-bit exploits are going to exceed expectations everywhere.

Admittedly, the version of the game on show at ECTS was much the same as the demo levels that premiered at May's E3, but having thoroughly familiarised ourselves with the game, that Rare magic seems to be as sparkling as ever in their latest masterpiece.

A quick recap, then. *Donkey Kong 64* features a total of five playable characters, all with specific and varied special abilities and moves. You have to explore each of the game's huge levels with this quintet of hairy monkey chums, but there will be secret areas that only a certain Kong can reach, resulting in plenty of exploration and backtracking with each character.

And the game is *huge*. You'll remember that it requires the expansion pak, and the reason for this is because it's simply so darn big. And, rather than providing a jerky hi-res mode, the extra memory will also be used to improve framerates (and the game *is* silky-smooth) and to add a whole heap of jaw-dropping lighting effects, including shadows that move and change realistically. Technically, the game is stunning. THE Games, Ninty's UK distributor, are looking to sell the game-and-expansion-pak bundle for £59.99. There's no news as yet of a game-only package, but for only ten pounds more than *Zelda*, we think you'll agree that's not a bad deal at all.

VISUALS *...the biggest, most sprawling and most fog-free environments since* **Shadowman.**

But, of course, it's the gameplay that counts, and *DK64* looks set to out-*Banjo Banjo* in every way – as hard as that may be to believe. The sheer amount of things to do is staggering – you'll have had a taster from the mini-games we've explored in these pages, but that's really only the tip of the iceberg. Couple this wealth of activities with the biggest, most sprawling and most fog-free environments we've seen since *Shadowman* and, we think you'll agree, *DK64* is going to be something quite special. And, brilliantly,

BOSS ENCOUNTER!

A *Donkey Kong* game just wouldn't *be* a *Donkey Kong* game without a selection of evil bosses to fight. The three that we've seen so far look *ace* – huge, angry and gob-smackingly impressive.

GIANT KREMLING

This caged – and therefore very cheesed-off – kremling is a beast of enormous stature. Chunky Kong, biggest and strongest of the Kongs, must face-off against this beast midway through the game.

ARMADILLO

Playable at both E3 and ECTS, this boss is one of the game's earlier challenges, but nonetheless a distinctly tricky proposition. DK must throw barrels at the creature whilst avoiding its outsized rockets.

BIRD BEAST

Another Chunky Kong encounter, this. The huge avian monstrosity stomps the ground and sends a wall of fire hurtling towards our heroes. The only way to avoid it is to jump, or – cunningly – hang onto the edge of the cliffside, as we've done here.

SHRINKY DINKY

As you know, *DK64* features 109 special moves, distributed fairly evenly throughout the game's five main protagonists. Lanky Kong, for example, can run on his arms for greater speed, Chunky can pick up and hurl huge rocks, and the most interesting one we've seen so far concerns Tiny Kong. As befits her name, she can enter a special barrel and shrink herself to minuscule size, which is handy for ferreting out entrances to secret areas.

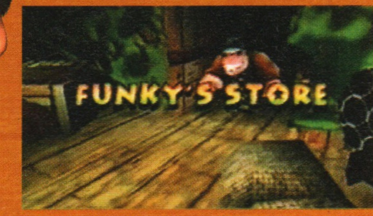




FUNKY'S STORE



Funky Kong – surfer dude and all-round good-egg – has always been a help to our favourite ape, whether it be through creating vehicles or simply procuring useful items to assist his quest. In *DK64*, he's no exception – but, from what we've played, Funky won't sell us anything 'till Christmas. But why? We've speculated on this before, and there's two explanations we can think of. There's either a Christmas-style event at some point in the game, or – incredibly – the game features some kind of internal clock, and Funky will open up shop when it's *actually* Christmas day. Only Rare know for sure, and they're not telling.





△ Lanky's long and agile arms are the source of many of his special moves. He still worries us, mind.

More robotic kremling shenanigans. Evil-looking, aren't they? ▷



△ Lanky makes use of his high-speed arm-walk. Bet he's great fun to have at parties.

we've just found out that hidden within the game is the original arcade version of *Donkey Kong*, complete with original music and all four stages. Superb, no?

On the downside, though, the in-game camera is still a cause for concern. It stubbornly refuses to move automatically, instead employing a manual system identical to *Banjo's*. But it never moves around far enough, it gets caught on scenery, and it's generally altogether unhelpful. Of course, the game is now in a more advanced state than the playable demos at E3 and ECTS, so hopefully Rare have been hard at work sorting things out. *Shadowman's* camera showed that it's not only Nintendo who know how to 'do' cameras properly, so let's hope the funky grumpsters from Twycross have got it exactly right come December 3rd.

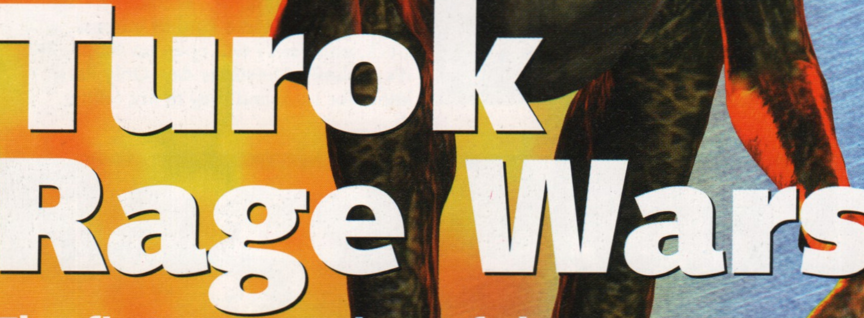
And we have every reason to believe that they will get it right. They *are* Rare, after all, and *Donkey Kong 64* is shaping up to be the latest and greatest exponent of their craft. At least until *Perfect Dark* arrives in town. It's going to be a truly superb Christmas. We can't wait!

TO BE CONTINUED... We'll have the world's biggest review of *DK64* in the next issue...

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!



Turok Rage Wars

The first ever review of the third Turok game!

GO TO PAGE 50



Rainbow Six

Can Take 2's stealth-'em-up be as good as *GoldenEye*?

GO TO PAGE 56



Earthworm Jim 3D

Our favourite worm is back.

GO TO PAGE 60



Knockout Kings 2000

Top face-mashing fisticuff fun!

GO TO PAGE 63



Rayman 2

Ubi Soft's latest attempt to out-Mario *Super Mario 64*...

GO TO PAGE 64



40 Winks

Can GT's spangly dream-based 3D platformer cut the mustard?

GO TO PAGE 68

Don't forget to visit the



The games they're playing in America and Japan.



WinBack

Koei's answer to *Metal Gear Solid* reaches American shops. But is it any good? We reveal all...

GO TO PAGE 74



EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST	
KICKLE CUBICLE 64	
FROM:	Nintendo
CART SIZE:	510Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	xx pages ✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗
WHEN'S IT OUT?	April / May / Nov
COST: £40	

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS... The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses

+ Amazing levels.
– Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.



8 SOUNDS



VERDICT

HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.

90%



85% and above *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70% *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

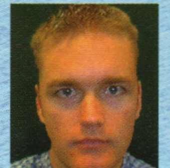
69% – 50% *Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

Turok: Rage Wars, then. Once again Acclaim have outdone themselves with a pile of hugely entertaining guns. So we thought Team **64** should reveal their own personal Weapons o' Death™.



TIM WEAVER
"The only weapon I need is my Evil Look", cackled Tim. "None can resist me!" We left him to it.
GAME OF THE MONTH Rainbow Six



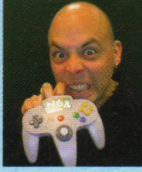
WIL OVERTON
"This", whispered Wil, "is a cake-wrapper gun." And? "It's covered in my spit." Yeeeurgh.
GAME OF THE MONTH Turok: Rage Wars



ANDREA BALL
"It's Napalm." They're ribbons, Andrea. THWACK! "It's Napalm, Andrea."
GAME OF THE MONTH WinBack



JUSTIN WEBB
"These pencils are dead useful." For killing dinosaurs, Jud? "Nope. For picking out bogeys."
GAME OF THE MONTH 40 Winks



JES BICKHAM
"Turned around, an N64 pad can become three deadly claws! Grr!", said Jes. "Nurse!", said we.
GAME OF THE MONTH Turok: Rage Wars



MARTIN KITTS
"In my hands, this banana is deadly", smiled Kittsy. "In fact, I've killed before with a Kumquat. Twice."
GAME OF THE MONTH WinBack



MARK GREEN
"I shall cover you with the sweet smell of Lynx", muttered Mark. "It's good for my BO, too."
GAME OF THE MONTH Turok: Rage Wars



PAUL EDWARDS
The stench of Paul's socks can be fatal to a weaker man. "Um, gnarly", Paul offered, weakly.
GAME OF THE MONTH Earthworm Jim 3D



NEIL PEDOE
"EAT SOME CAKE!", roared Neil. Is it poisoned? "Hahaha! Um, no. Ahem."
GAME OF THE MONTH Rayman 2

PREVIOUSLY IN N64 See N64/33 for a Special Investigation of *Turok: Rage Wars*. Real sweet, ain't it?

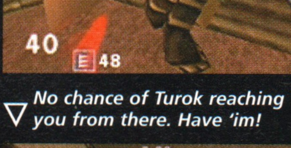


△ *One carefully-placed blob of napalm gel and it's the end for these three.*



◁ *Turok pops another 'cap' in our 'ass'. The Mag 60 looks weedy, but its fast-pumping action often proves deadly.*

▽ *Wait for this scrap to end, then scamper over to collect the spoils. Ha!*



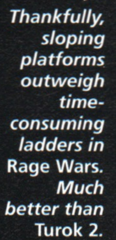
▽ *No chance of Turok reaching you from there. Have 'im!*





▽ *That's Turok's blood on the wall. Rage Wars is very gory.*





▷ *Thankfully, sloping platforms outweigh time-consuming ladders in Rage Wars. Much better than Turok 2.*





◁ *Once again, Turok's made us bleed. He's really going to get it.*



△ *The computer players are rather fond of the pathetic Warhammer.*

INFO BURST

TUROK: RAGE WARS

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	7 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Nov 5	Nov 19	TBA

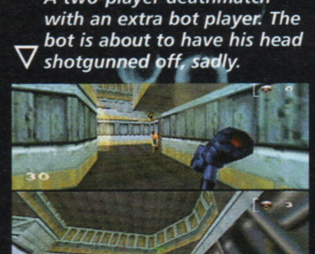
COST: £40





The Scorpion Rocket Launcher can often blow away a bad guy with as little as two hits. It's mighty purdy, too.

A two-player deathmatch with an extra bot player. The bot is about to have his head shotgunned off, sadly.





TUROK RAGE WARS



Multiplayer deathmatching with only one controller? What's going on?

While the rest of the world weeps at the news that *Perfect Dark* has been delayed until April, the developers of *Turok: Rage Wars* are probably already breaking out the champagne. Thanks to Ms Dark's late arrival, Acclaim's new game will have the first-person shooter market all to itself this Christmas, which should help the boy Turok hit number one in the charts all over again.

But *Rage Wars* is a little different to the usual shoot-'em-up fare. There's no single-player game as such – at least, not in the way we've grown accustomed to in *GoldenEye*, *Turok 2* and *Quake II*. Instead, the one-player game and the multiplayer deathmatch are effectively the same game, with computer-controlled bots taking the place of human players where necessary. For the first time in N64 history, deathmatching is possible *without* a bunch of friends.

So, does *Rage Wars* represent a timely move away from traditional first-person blasters, or can we expect Acclaim to chalk this one up on their 'failed experiments' board, along with *Iggy's Reckin Balls* and *Re-Volt*? Read on to find out...

GUN CONTROL

The heads-up weapon select wheel is almost identical to *Turok 2*'s, but this time ammo symbols replace the gun icons. Handily, this means that when you collect bullets, the corresponding weapon wheel icon flashes up in the appropriate place on screen.

However, the weapon select itself (hold A to bring up the wheel, then push the analogue stick towards your chosen gun) has sharply divided **N64** office opinion. Some of us find it second nature to flick between guns, while others require several time-wasting seconds to find the weapon they want. If you're in the latter category, there's a handy 'Tap' mode, where cycling through weapons is a simple matter of double-tapping A or B.



With the weapon wheel, it's easy to switch to your most destructive weapon.

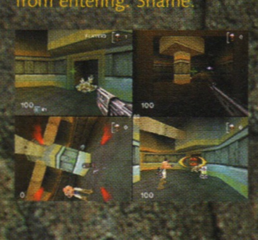
There are several different types of ammo – this is the default 'bullet' type.

The weapon wheel is attractive and practical. Good work, Acclaim.

As you pick up ammo, its name and type appears on-screen. Nicely.

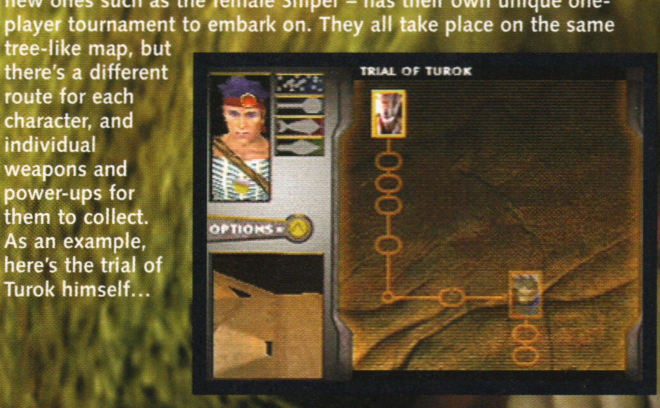
GO! GO!

NEED FOR SPEED
When Acclaim invited us to take an early peek at *Rage Wars* a couple of months ago, our main concern was for the game's frame rate, which had a tendency to dip to game-debilitating speeds when the action got heavy. Thankfully, that's been fixed, but only by restricting the number of computer-controlled bots from six to four. That means that in a game with four human players, bots are forbidden from entering. Shame.



TREE ROUTES

Each character in *Rage Wars* – old faces such as Turok, and brand new ones such as the female Sniper – has their own unique one-player tournament to embark on. They all take place on the same tree-like map, but there's a different route for each character, and individual weapons and power-ups for them to collect. As an example, here's the trial of Turok himself...



STAGE 1

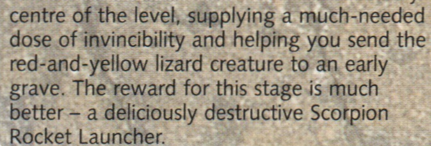


Starting you off gently, the first deathmatch takes place in a simple, single-level map, with only a defenceless Raptor for company. Kill the dino twice and you're on the way to the next level – and with Turok armed with a Warhammer, Shotgun, Mag 60 *and* Tek bow, this certainly isn't the trickiest of *Rage Wars'* many stages. Wipe the dinosaur off the planet and you'll be rewarded with an Extra Life Talisman. You'll be seeing plenty of those, believe us.

STAGE 2



This map is slightly more complicated – claustrophobic corridors on the first floor and a small open section on the second. Only two kills are needed again, but this time you're up against a Fireborn and his meaty shotgun. Luckily, there's a power-up crystal sitting innocently at the very centre of the level, supplying a much-needed dose of invincibility and helping you send the red-and-yellow lizard creature to an early grave. The reward for this stage is much better – a deliciously destructive Scorpion Rocket Launcher.

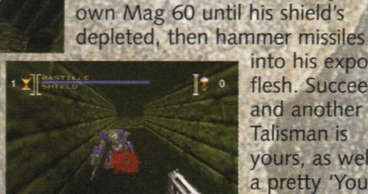




STAGE 3

This is another straight deathmatch against a single enemy, but this level's bad guy is Bastille, one of *Rage Wars'* formidable bosses. He's armed with a Mag 60, which fires several quick bursts at a time and can whittle your health down in the blink of an eye. To beat him, grab the explosive ammo from the west corridor, fire your own Mag 60 until his shield's depleted, then hammer missiles into his exposed flesh. Succeed, and another Life Talisman is yours, as well as a pretty 'You Killed The Boss!' medal.





STAGE 4A



With Bastille defeated you face a choice of two routes, one of which leads to this Frag Tag level. It plays the same way as *Turok 2's* – everyone goes all out to 'tag' (i.e. murder) the unlucky player designated as the monkey, while the monkey itself tries to make its way to one of the glowing portals and switch control to another player. It's brilliantly enjoyable, although with only two bots in this stage, it's not quite as chaotic as it should be. Reward for two successful tags: another Life Talisman. Yawn.

STAGE 4B

Even if you chose to visit the Frag Tag stage, you'll still end up at this level. This is the first Team-based deathmatch, with you and a Guardian looking to gun down the opposing team five times for victory. A helpful green arrow sits above your team-mate's head to help avoid those embarrassing accidental kills, and you'll form a bizarrely close attachment to your bot pal as you jointly pummel a Juggernaut or sweep into a room with a cunning pincer movement. *Another* extra life is the prize for completion.



STAGE 5

Another team deathmatch, this. Adon's your colleague, with a Minigun-wielding Fireborn and a Drone on the opposite side. With the Scorpion to hand and six lives earned from the numerous Talismans, you shouldn't have too much trouble here, although the sprawling two-level map occasionally makes it difficult to actually find the bots you're trying to kill. Be warned – when the three bots are all fighting each other, the frame rate suffers slightly. The reward for finishing this level isn't surprising – it's another Extra Life Talisman. Sigh.





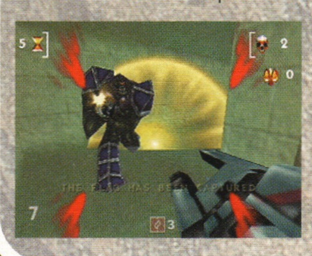
STAGE 6

Yet *another* team deathmatch with Adon on your side. This time, the Drone and Fireborn facing you are partial to bringing out their boomerangs, which should be your cue to duck down the nearest corridor and run for your life, unless you like the feeling of your head rolling across the floor. Otherwise, this level isn't too tricky – there's a watery section where your opponents usually congregate for easy kills. The reward for victory is a mini game talisman, which gives you a bonus deathmatch sub-game to tinker with.



STAGE 7

This is *Rage Wars'* first Flag Tag match, where the aim is to grab the flag and run with it to the glowing capture point. It's a bit of a disappointment – the odds are stacked against you, with you on your own against a Drone and a Juggernaut, but there's no penalty for letting the opposing team capture the flag. It's therefore best to just lie low until you've got a safe run from the flag to the capture point, and look forward to the reward for three successful captures – a big fat nothing.





STAGE 8

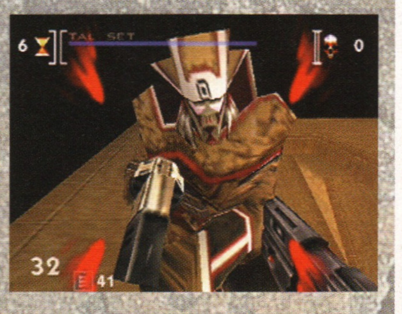




This Frag Tag stage, set in a sparkling neon-lit arena, couldn't be a better tonic to the disappointing capture-the-flag level. Sadly, you're only up against a single Spawn bot, but this makes the stage a heart-pumping battle of wits – it's easy to make it to the tag portal, but finding your enemy when he's scarpering about as the monkey is much trickier. Three tags are enough to complete this level, at which point the game rewards you with nothing at all. Nice.

STAGE 9

Turok's final stage is a battle against Tal Set, a speedy alien who's armed with a boomerang, mines, a Freeze Gun *and* the usual selection of shotguns and pistols. To make things even more tricky, he'll unleash a couple of (admittedly easy to kill) Guardians as you wear his energy down. The map that this stage takes place on is staggeringly good, with a treacherous mid-air walkway looking down on the main arena, and a brilliant underground tunnel containing a power-up crystal. Complete this final level and you'll unlock Raptor, *and* earn yourself a medal.



CRYSTAL AMAZING

At a fixed location in each level is the multi-coloured Power-Up Crystal, which will endow your character with a special ability if grabbed. Invincibility, invisibility, rechargeable health and super damage are all available, but the best by far is Slow Time, which makes everything – including other players and weapons – do the slo-comotion. Sadly, none of the Crystal's gifts last very long.



AWARD OF EVIL

To keep things interesting, there are a multitude of awards available as a way of congratulating you for exemplary deathmatch performances. One medal, for example, is earned by killing the first one-player boss, while another is yours if you achieve a certain number of kills in one game. They might not actually *do* anything (it would have been nice to see them unlock bonus levels or characters), but they still help supply an extra dimension to the continuous blood-letting.



GO! GO!

LAVA LAMPED
One or two levels feature rivers, lakes or small pools of lava. It doesn't kill you outright, but it saps strength at quite a rate, and proves tricky to climb out of. Still, it's worth diving in if you can afford the health, as there's often a goodie hidden beneath the bubbling surface – although that's still no excuse for the computer-controlled player's ceaseless habit of jumping in, getting stuck, and dying with a truly pitiful moan.



THERE'S ALWAYS THE GUNS

We've come to expect nothing but the best weapons from the *Turok* team, and *Rage Wars* doesn't disappoint. To add to the fun, each has a more powerful second function, activated with B. Here, we present six of the very best death-bringers...

SCORPION

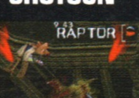


A rocket launcher in all but name, this has an appropriate sting in its tail. With B, you can set an 'attract mark' to any surface, allowing the rocket to be magnetically curled around walls. Nasty.

BOOMERANG

Martin's favourite, the boomerang is aimed using Cerebral Bore-style homing sights, and, if accurate, can slice through an enemy's jugular in one pleasurable arcing motion.

SHOTGUN



Everybody's favourite since the first-person shooter was invented. The Z-button attack is powerful – the B-button attack loads up a triple dose of bullets for maximum limb removal.

FREEZE GUN

Its default attack simply slows the enemy down, but press B and you can freeze an unlucky opponent in a cartoon-style block of ice, allowing you to pull out the Scorpion and rocket them up real nice.

CEREBRAL BORE

It's back, but only as a collectible weapon on a select few levels. Aim, fire, and cackle with delight as it tunnels its way through your opponent's skull and invites their brains out to play.

CHEST BURSTER



Pressing B causes this beauty's metal casing to slide back with a satisfying whirr. Underneath, a pulsating alien embryo dart bobs in the green liquid, ready for insertion into (and bursting out of) an enemy's stomach.

Four-player deathmatch action in one of the splendid Tron-style levels.



Each character can have up to six weapons, chooseable from a pre-game menu.



Another Scorpion moment. Stand too close and you'll blow your own limbs off.



The cyclops is an odd-looking beast. His depth perception can't be up to much with only one eye.



Quite what Turok's aiming at here is anyone's guess.

The Emaciator's default blue spark attack isn't all that great, sadly.

A deathmatch-only game from the people behind *Turok 2*? Admittedly, it doesn't sound great on paper. A game based around *Quake II*'s multiplayer, or *GoldenEye*'s, would be something to look forward to, but *Turok 2*? An N64 cart full of snail-paced characters, badly-designed arenas and wildly swinging gun sights is probably something that should have been nipped in the bud at the design stage.

And yet, despite its roots, *Turok: Rage Wars* has ended up as something rather special. It marks one of the few occasions where a game's developer has actually *listened* to the criticisms aimed at previous titles, and worked hard to fix each and every problem. We've seen four versions of *Rage Wars* at various points along its development, and each one has represented a significant leap forward in terms of speed, control, level design and sheer deathmatching brilliance. The final version, which we're reviewing right here, is an absolute treat.

VISUALS *We'll forgive the often bland, featureless, scenery because it keeps the game moving quickly, even with four players.*

For one thing, it's almost completely unique. The one-player game is organised into a series of first-person stages, as you'd expect, but they're not filled with the usual procession of evermore fearsome monsters. Instead, in each level you're up against one, two or three computer-controlled 'bots', and asked to rack up a certain number of kills to gain victory – effectively making *Rage Wars'* single player game a multiplayer deathmatch tournament without the multiple players. We've seen it on the PC – in games like *Unreal Tournament* and *Quake III* – but this is the first attempt at a deathmatch-only game on a console.

So, does this one-player mode (and its two-player co-operative variation) work? It all relies on the intelligence of the bots, and, happily, they're *just about* adequate.

SMACKING THE BOTS

When the one-player scenario mode becomes a chore, it's worth turning to the bots for a spot of non-tournament deathmatching. Being able to choose your own map and opponents makes everything much more enjoyable, and allows you to custom-build your own challenges – such as our own patented re-creation of the final days of the dinosaurs, with four Raptors pitted against each other. Monkey Tag makes for the most enjoyable multiplayer games, although the computer player's tendency to shoot anything that moves – regardless of whether it's a monkey or not – is frustrating.



With up to four teams available, you can easily play an 'everyone for themselves' Team Deathmatch game.

'Gauntlet' allows you to play through each map in a specific order.

We would show you what happened next, but... you know... we're a family mag.

At first, they seem perfect – shimmying, circling, sidestepping, ducking behind walls, turning around if they hear gunfire behind them, and tactically pulling out of a fight to reload. Infuriatingly, they're also experts at snatching ammo and power-ups just as you were about to grab them for yourself, and finishing you off with a Scorpion when you thought you'd escaped. However, once you begin to peer at the bots' behaviour with more inquisitive eyes, several disappointing flaws become apparent.

Lay radioactive flares or napalm gel, for example, and the bots will invariably stumble straight into them and die horribly. They also *never* run away, starting a fight whenever they catch sight of you, even if they're only armed with the default Warhammer for protection. Acclaim have cheated with the difficulty levels, too – the 'expert' bots aren't any less likely to commit suicide by stumbling into three PFM mines in a row; they simply carry more weapons and ammo than their 'novice' counterparts. It's not much substitute for an expert human player, who'd secure victory with an inventory of improved tactics and reflexes.

Still, as the first non-human deathmatch participants on the N64, the bots are undoubtedly impressive. Once the game starts ramping up the difficulty, pitting you on your own against a team of three Campaigners or sending a frighteningly quick swarm of Mites to eliminate you, *Rage Wars* is easily as enjoyable as a normal, human-based deathmatch. Your blood will still pump excitedly as you aim a grenade from up high into someone's forehead, and it's all the more satisfying knowing that you didn't need to invite three crisp-chomping, cola-guzzling friends around to get the chance to do it.

But Acclaim themselves have described the single-player game as nothing more than 'a glorified training mode for the multiplayer game', so it's inevitable that one-player tournament games are never *quite* enough to hook you for prolonged periods. The same arenas are re-used time and again, and the only real reward for progress is unlocking a new deathmatch character or the odd extra weapon – otherwise, it's a boring 'extra life' talisman every time. Of the four game types – Deathmatch, Team Deathmatch, Capture the Flag and Tag the Monkey – only two work that well against the bots.

LIFESPAN *With a choice of 40 levels, four game types and any combination of bot and human players, Rage Wars is designed to last.*

So it's in the multiplayer game that *Rage Wars* really comes alive. For all the side-stepping, missile-ducking ability of the bots, they can never match the conniving brilliance of a fellow human, and the amount of time spent on *Rage Wars'* controls and level layouts means it lends itself perfectly to countless hours of enjoyable deathmatching. The Monkey Tag, in particular, is hilarious, with long periods of silent, tension-filled monkey hunting tempered by chaotic, all-out battles for his hide. And until you've watched a monkey's body parts fountain into the air, you haven't lived.

It's all helped by *Rage Wars'* 40 simple-but-effective arenas, which are hugely refreshing after the crushing disappointment of *Turok 2*'s ladder-filled levels. Their diminutive size is a shock after *Quake II*'s sprawling mazes, but it's understandable given the characters' slower pace, and helps make each level's layout immediately memorable. Not every level works well, but those that do – including the excellent open-air aztec arena – work brilliantly. Ladders – in the form of climbable walls – still exist, but take less of a starring role, and the ridiculous gravity-defying water sections of *Turok 2* are almost completely absent.

The lighting, though, comes close to spoiling everything. It's undoubtedly impressive, but the tendency of the designers to colour-code rooms in a single, garish primary colour will risk burning your eyes off. Conversely, some areas are simply too dark or, in some cases, pitch-black, turning you suddenly 'blind' as you enter a twisting corridor bathed in complete darkness.

Still, we'll forgive the lighting, if only for the glorious neon-lit, Tron-style levels, and the way grenades and flares light up entire areas. We'll also forgive the often bland, featureless scenery, because it keeps the game moving quickly even when all four players are pumping glowing Emaciator projectiles into each other's stomachs. And we'll even forgive the weediness of some of the weapons – including the inexplicably weak Chaingun and the awful Warhammer – because the analogue aiming has been polished to perfection since *Turok 2*'s nausea-inducing spinning sights.

Rage Wars succeeds, despite the occasionally repetitive one-player game and a multiplayer that isn't *quite* up to *Quake II* or *GoldenEye* standards, because there's simply so much to it. With a choice of 40 levels, four game-types and any combination of bot and human players, *Rage Wars* is designed to last. Until *Perfect Dark* arrives with what we hope is a truly world-conquering multiplayer, this will do very nicely indeed.

MARK GREEN

pluses & minuses

\+
- Play multiplayer games on your tod.
- Exhaustive selection of levels, weapons and options.
- Impressive (though not perfect) enemy AI.
- Great to share with other humans.

\-
- Drab visuals at times.
- One-player game takes time to really kick in.

If you like this...

Quake II
Activision
N64/32, 90%
A splendid conversion, with a top-notch multiplayer.



8 VISUALS
Sparse and featureless, but also sharp and smooth.

7 SOUNDS
A 'Best of *Turok*' soundtrack, and unintentionally hilarious screams and grunts.

8 MASTERY
Technically impressive, and the bots are truly unique.

8 LIFESPAN
The multiplayer is fantastic, and the number of game types keeps the one-player ticking over.

VERDICT
Despite minor faults, this bold experiment in N64 first-person shooters has yielded superb results. A blast.





PREVIOUSLY IN N64

We had a look at *Rainbow Six* in **N64**/33.

VISION EXPRESS

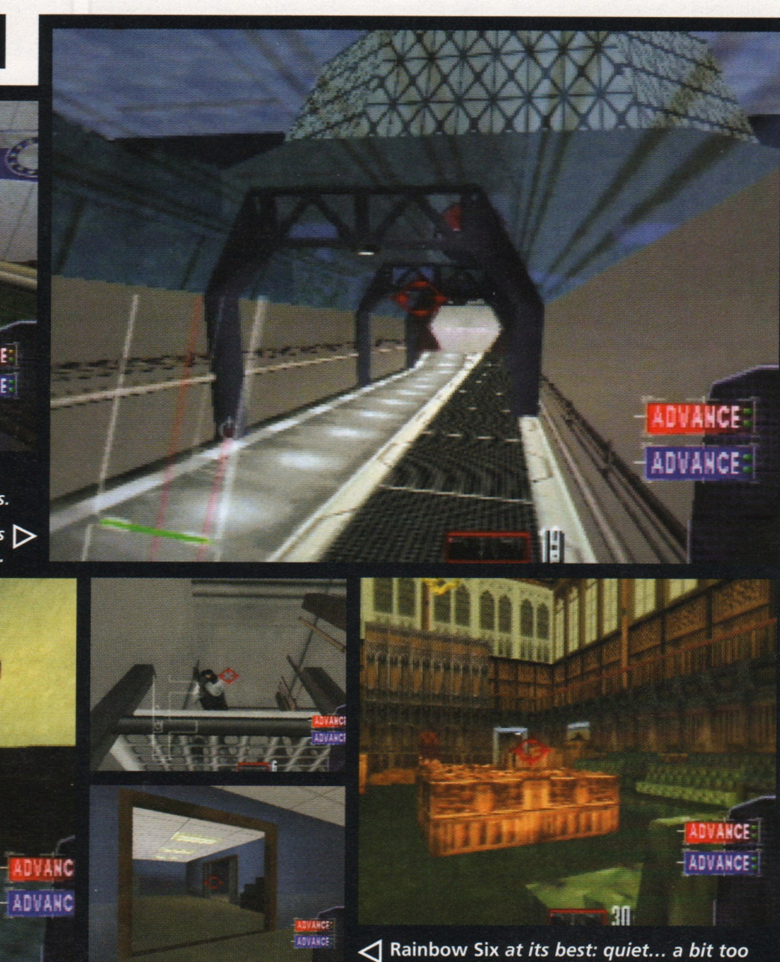
If things get dark, you can press left on the D-pad and flip down your Night Vision Goggles. Surprisingly, considering their effectiveness, you're not actually called upon to wear them often, but one top mission to make use of them on is Wild Arrow, where you begin in the depths of the sewers. Unlike *Perfect Dark*, you can also use them when the lights come on.







◁ Taking out some nasty Colombians.



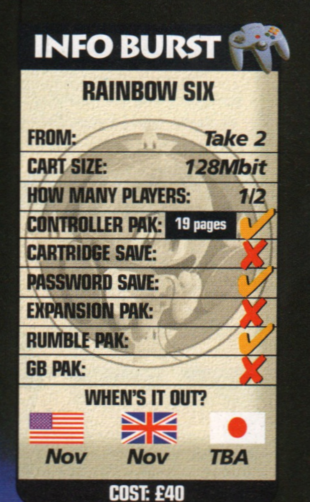
The last level's fantastic BioDome. ▷

◁ Rainbow Six *at its best: quiet... a bit too quiet... and you've switched off the map.*

RAINBOW

Stealth like you've never seen before...

INFO BURST



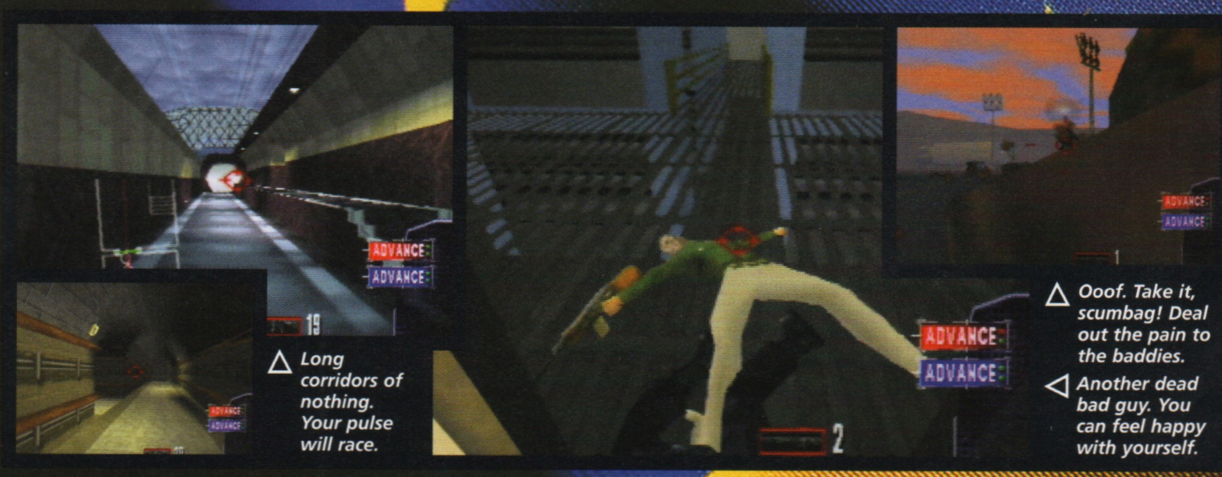
RAINBOW SIX

FROM:	Take 2
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	19 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Nov	Nov	TBA

COST: £40



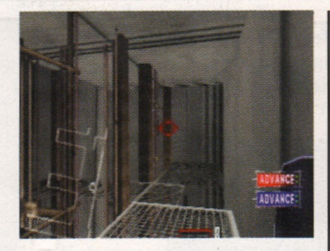
△ Long corridors of nothing. Your pulse will race.

△ Ooof. Take it, scumbag! Deal out the pain to the baddies.

◁ Another dead bad guy. You can feel happy with yourself.

THAT'S MAGIC

Taste the terror in *Rainbow Six*'s best mission, Deep Magic…



You're dropped outside, atop a Chicago skyscraper, and presented with two doors; one of which takes you into this area, with ladders down to…



…here. This is *brilliant*. You're not allowed to kill anyone so you've got to wait for the guard to go past (he's the red mark on the right)…



…and head straight for this room, where the security alarm is housed. You'll trip the laser wire on the way, so you need to get there fast.





Remember! You need to close all doors behind you, or the guards'll realise something fishy's going on. Leave one open and this happens.

One dead body's not the end of the world… as long as no one wanders this way. Get back to the ladders and upstairs to the main doors…



…and wait. Much of *Rainbow Six* is about waiting for the right time. Here you've got to let the guard pass and then tiptoe past him.

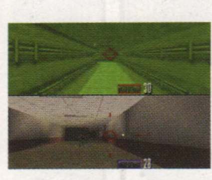


Or alternatively plug him in the back of the head. Admittedly, it's risky but it's a surefire way of making sure they don't spot you.

And this is your ultimate destination: the data room. Use the D-pad to begin downloading the data, and then exit. Hopefully, mission accomplished.

TWO TO KILL

Rainbow Six's most obvious exclusion is a four-player deathmatch mode – a bit poor, that – but it's partly made up for by the game's excellent two-player co-operative mode, which heightens the excitement and allows you and a mate to split into two teams and take on two different sets of waypoints. You can even, if you fancy, turn the guns on each other! A bit like a deathmatch. But… well, not quite.





SIX

N64 MAGAZINE STAR GAME

△ *Disaster! One of your men is killed.*

Inside a fun park – plenty of fun to be had, here. ▷

Pittapittapitta! 'Contact! Tango down – standby!' Dumdum! Pee-yowm! 'Echo down! Echo down!' Pu-toom! Pittapittapitta! Tink, tink, tink… boom! 'Man down! Man down!'

Ooooooh. There can't be many more nerve-shredding gaming sounds than those which accompany the staggeringly tense missions in *Rainbow Six*. Ricocheting bullets, silencers, flash bangs, grenades, assault rifles, security alarms, every noise combines, along with the knee-knockingly terrifying one-shot-kills policy, to produce one of the scariest experiences you'll have ever had from a game. *Rainbow Six* might not have zombies or serial killers, but it *does* have snipers picking you off from a distance, soldiers rushing you while firing off never ending rounds of ammo, and *masses* of top secret, top draw stealth.

Converted from a year old PC game, *Rainbow Six*, certainly on the N64 anyway, is the natural successor to *GoldenEye*. Where Rare's game *invented* the concept of stealth, Red Storm's takes it a couple of stages further, with its single bullet rules and meticulous mission planning. It also comes equipped with a premise straight from the typewriter of Tom Clancy, whose 1000 page novel of the same name provides the basis for the game's ultra-realism. The result? A flawed but awesomely ambitious, frequently brilliant spy sim.

Starting out, everything can seem a little daunting. Mission briefings and personnel folders provide so much background the game starts to read like a who's who of the terrorist world, while the multi-national members of Rainbow all have different areas of expertise, meaning you have to scroll through their strengths and weaknesses to decide who best suits which mission. Any slap dash approach can result in your objectives going hideously wrong.

As well as that, you've also got to select weaponry (primary and secondary), clothing, designate Red, Blue, Gold or Green teams and,

GO! GO! ▷

MOVING IN FOR THE KILL

It's a whole world of tactical nous. And here's how it works...

BRIEFING

The briefing almost always consists of a primary objective and then a rundown of what the mission entails from Control (that's Rainbow HQ). There will also be additional comments from high-up personnel, but as you'll quickly find out, some of them aren't entirely trustworthy.



INTEL

Intel provides you with background info on the people you're about to face off against, as well as miscellaneous intelligence to do with factions and organisations. Quite often you'll find there won't be any info available, as a fair proportion of your adversaries live in top secret.



ROSTER

You start off with 12 Rainbow members, each from a different country and each specialising in different skill areas. Some, for example, have knowledge of demolition and electronics, while some just have good old assault skills. As you'd expect, it's best to have a good mixture.



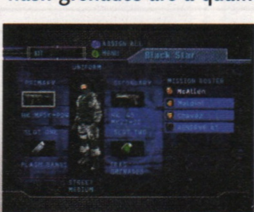
TEAM

Despite it being called *Rainbow Six*, you can only use four soldiers at a time. Each member can be placed into their own team – Red, Blue, Gold and Green – but the more teams you have, the more difficult your mission is to plan. The easiest way is to form two teams of two.



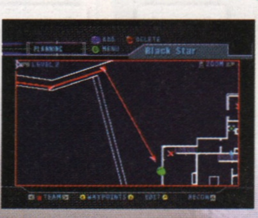
KIT

Here, there's clothes and weapons for all occasions. Choosing what to wear is easy: you go for whatever colour's closest to your surroundings. Silenced weapons are the way to go, and flash grenades are a quaint way to blind your opponents before wasting them with an M-16.



PLANNING

It'll feel more like homework – but planning is *so* important. There are a couple of things to remember too: firstly, plan the route for *all* your teams or it's a waste of men and, secondly, remember that most missions are multi-levelled. Use L to flip between each.



most significantly of all, plan the route your teams take from start to finish. *This* part of *Rainbow Six* requires a good wedge of your time and as the missions get more complicated so too do the level layouts meaning, by the last quarter of the game, you're spending upward of 10 or 15 minutes laying down 'waypoints' – posh talk for checkpoints – plotting entry and exit points and designating recon locations.

The real meat of the game, though, comes when putting all that planning into practice. There are 12 missions in all, a couple of which are disappointing, a couple more of which are absolutely outstanding (look out for the stunning 'Deep Magic' mission), and eight more that are packed full of top tactical action. Each one plays like a top notch cross between *Metal Gear Solid* and *GoldenEye*: kill an enemy and their body gets discovered, trip a security laser and seconds later the place is swarming, stray into wide open spaces and you'll be picked off by snipers, fire off a gun unnecessarily and you'll compromise your position, the best, and most unusual, thing about *Rainbow Six* is that there's absolutely no room *at all* for error.

Graphically the game veers from muddy and bland to clean and crisp, but then the game doesn't need to look exceptional; most of the time you tend not to notice how it looks, anyway. Of more concern is enemy placement and *Metal Gear Solid*-style waiting games, where you patiently pause while enemies wander by before plugging them unmercifully in the back. But, if the game's looks aren't anything to write home about, then its sound is something else: the brilliant sound effects are backed by a stupendous film-like score, which fades and swells as on-screen activity gets more interesting. It also specialises in making you jump out of your skin by blaring brass at you as you lockpick and open a door.

It's not all sweetness and silencers, though. Some of the missions are unexpectedly and disappointingly quick thanks to the CPU team polishing off their objectives – and yours – in a matter of minutes, while, conversely, sometimes they just go completely haywire and take it upon themselves to wander into a roomful of terrorists and compromise your mission. They also have a nasty habit of following right on your heels so that, when you end up at a dead end, you turn round and find them right on you, often so close that you get stuck and have to plug them yourself, just to get them out of the way. Also, the lack of a deathmatch option – *essential* in a first-person shooter – is about the most shocking problem of all. The two-player co-operative simply isn't enough.

But, even given these, it's hard to resist *Rainbow Six*'s bold approach to first-person shooters. Using the *Turok* controls, it *feels* perfectly familiar, but with its emphasis on stealth it's completely different to the excesses of *Rage Wars* and even *GoldenEye*. And whilst it's not as complete as Rare's sublime shooter, in some ways it's even better. Absolutely ace.

TIM WEAVER

SOUNDS *The sound is something else: brilliant effects backed by a stupendous film-like score.*

ADVANCE
ADVANCE

△ *Ladders. The best way to creep inside undetected.*

pluses & minuses

+
- One shot kills.
- Waypoint planning.
- Tense first-person action.
- Brilliant music.
- The best stealth yet.

–
- Dodgy CPU AI.
- Over too quickly.
- No deathmatch.

If you like this...

GoldenEye
Rare
N64/9, 94%
Second only to *Zelda* in The Best Game Ever™ stakes.



7 VISUALS
Varies quite a bit but, for the most part, pretty accomplished.

9 SOUNDS
Absolutely top drawer. The music especially is terrific.

8 MASTERY
Technically maybe not, but the ideas behind the game are startling.

7 LIFESPAN
Trouble is, it's so good you'll finish it before you want to.

VERDICT
Despite the lack of a deathmatch mode, *Rainbow Six* is an utterly compelling, commendably brave stealth-'em-up.

87%









WIN
intel inside
pentium III







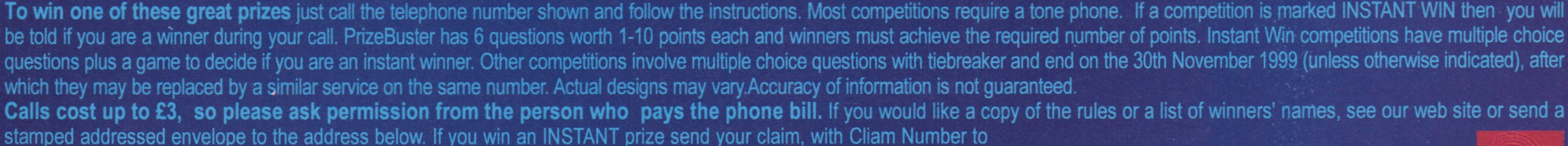









NINTENDO 64 & PLAYSTATION CHEATS & TIPS



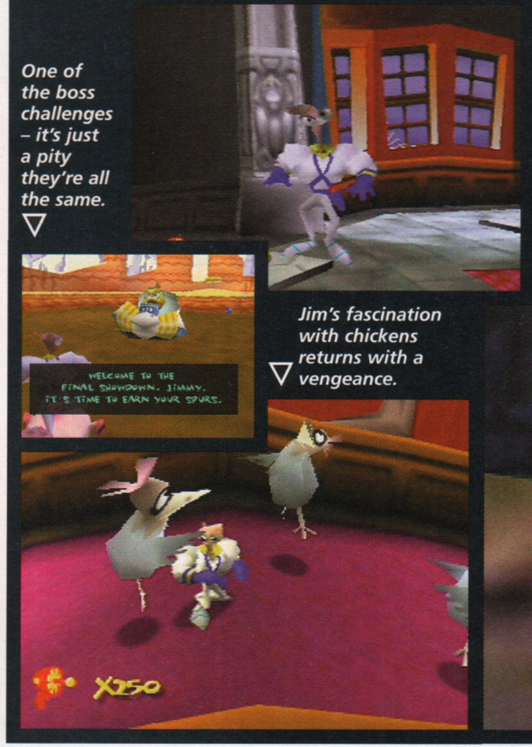
PREVIOUSLY IN N64 We took a look at *Earthworm Jim 3D* in the very last issue of **N64** Magazine. Issue 34, then.

GET YOUR GUNS

Weaponry plays a big part in *Earthworm Jim 3D*; certain weapons are needed to achieve certain objectives, and some enemies can only be killed with, say, the Chicken Gun, as they're hidden in elevated positions. So how do you get the right weapon for the job? Well, each level – should a special weapon be required – will hold a vending machine that deposits said munitions with a whip of your head. Plum, no?







One of the boss challenges – it's just a pity they're all the same.

Jim's fascination with chickens returns with a vengeance.



Flame-throwering a giant, befanged, worm-eating hoover. Naturally.

Jim's splendidly animated – as always – it's just a shame about the rest of the game.

Ah Jim, it's nice to see you again. Let's forget about Clayfighter, eh?

EARTHWORM JIM 3D

The worm returns...



INFO BURST

EARTHWORM JIM 3D	
FROM:	Rockstar
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Nov	TBA

COST: £40





Jim's trusty laser pistol is your default weapon, and comes with regenerating ammo.

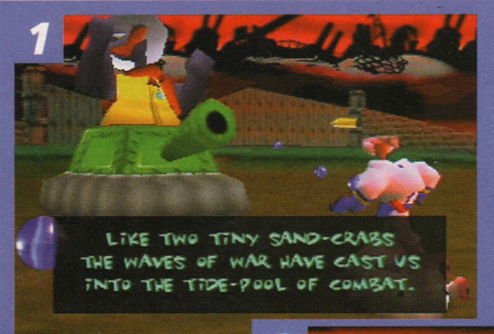


You'll need to meet a secret agent chicken to open those doors.

The Leprechaun Gun is tremendous fun. Look at his fat little legs, here.

Surf's Up!

A lot of fun and hair-tearingly frustrating all at the same time, this section of the game is a perfect example of just how silly *Earthworm Jim 3D* can be. Once you've collected enough marbles to be "Smart as an accountant", you'll be able to take on the first boss – Psycrow.



1 Psycrow is safely ensconced in a tank. You, however, are equipped with a pig... that you surf on. Hmm.

2 The aim is to collect 100 marbles – there are several lying around, which Psycrow will hoover up, given half a chance.



3 Psycrow will also shoot you with a hoofing great cannon. If you're hit, you'll lose marbles, which isn't good.

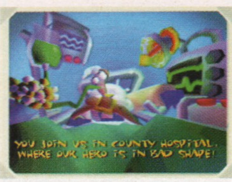
4 However, there are also shells dotted about; pick them up and you can shoot Psycrow back. Doing so will cause him to drop some marbles, which you can then pick up yourself.




5 So, with a combination of shootin' and collectin' – all the while surfing on a pig – you should triumph. Be careful, though, as you'll die if you take too many hits.

PLOTHOLING
The story behind *EWJ3D* is as silly as ever. A cow's fallen on Jim's head, disrupting his brain. Jim has to travel round his mind, fixing four areas of his psyche – Fear, Memory, Happiness and Physical, each doubling up as a game world – by collecting his marbles (ha!), Golden Udders and completing mission objectives in each 'world'. Okay?





SMART AS A...
Jim's lost his marbles. He has to collect them. Got that? Well, collecting marbles – there's 100 in each world – makes Jim 'smarter', and the more marbles he's got, the cleverer he gets, and the more doors within each world can be opened. Naturally, you start off as "Smart as a waffle", progress to "As smart as most accountants", then "Smart as Gorgonzola", and so on. Hiiiiiiilarious!





ORM

Ah, Jim. It's good to have him back. Even if his latest adventure – presented in all-new, super-spangly 3D-o-vision – isn't exactly the pinnacle of videogame entertainment, or the greatest 3D platformer we've ever seen. Far from it, in fact.

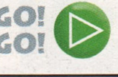
Two wonderfully surreal, laugh-out-loud funny SNES platformers were Earthworm Jim's original claim to fame, and he went on to star in an even more wonderfully surreal, laugh-out-loud funny cartoon series. And then, just as it seemed he had the world at his feet… Jim disappeared. *Earthworm Jim 3D* was announced, and duly forgotten about, and only sporadically sighted during the three years it's been in development. And then, to make matters worse, everyone's favourite power-suited annelid slummed it in the woefully abysmal *Clayfighter 63 1/3* (presumably to pay the rent as the royalties tailed off). Not pleasant.

And then, last month, a preview cart of *Earthworm Jim 3D* surfaced, looking chunkier, more colourful and generally just far better than we'd hoped. And, for the most part, the finished game *is* a lot better than we'd expected. Early shots of the game had an almost cardboard, sprite-like quality to them, but now, visually at least, the game has improved beyond all comparison. Sure, there's not much detail to speak of, but the game's never less than retina-searingly colourful and splendidly animated – especially Jim's loping run and range of amusing expressions.

VISUALS *...the game's never less than retina-searingly colourful and splendidly animated.*

But charming visuals can't save the game from being a second-rate 3D platformer. Although there's plenty to do and it's all pleasingly varied and very silly – rescuing the chicken general's underpants, for example – and the sub-levels in each of the four worlds offer specific and well-thought out mission objectives, the actual mechanics of the game leave a lot to be desired. The main problem, as usual, is the camera. Every game we've seen that's been inspired by the mighty *Super Mario 64* has, to some extent, suffered in this respect. Even *Banjo-Kazooie* couldn't get it *quite* right, as good a game as it is, and *Earthworm Jim 3D* suffers more than most. Although – *Banjo*-style – pressing R centres the camera behind you, and holding it supposedly keeps it there, things are far from perfect. If you're too close to a wall, for example, the camera simply doesn't have the room to move around behind you, so for much of the time you're trying to play the game looking *into* the camera. Nasty.

The game is also riddled with some unforgivable oversights, the main one concerning the collecting of marbles. Collecting Golden Udders gives you access to the different worlds; collecting the 100 marbles in each world allows you to access sub-levels in each world (Jim's lost his marbles, you see…). However, should you die during a level, you don't get to keep the marbles you've already collected,


GO! GO!

pluses and minuses

+
- Hey, it's the ever-popular Earthworm Jim, after all!
- It's very silly.
- It looks bright and colourful.

–
- Terrible camera.
- Poor jumping.
- Tedious marble-collecting.

If you like this...

BANJO-KAZOOIE
Rare/Nintendo
N64/18, 92%
Superb 3D platformer. With bears.



6 VISUALS
Clean and very, very colourful, if not amazingly detailed.

6 SOUNDS
An excellent country tune but the speech gets annoying.

5 MASTERY
Three years ago we might have been more impressed. Capable, but never more.

6 LIFESPAN
It's difficult, but for all the wrong reasons.

VERDICT
Earthworm Jim is great – but his latest game, despite the inspired lunacy, is simply 3D platforming-by-numbers. A shame.



WORM WEAPONRY

Each world in the game – and the various sub-levels within them – contains a variety of increasingly silly weaponry with which to dispose of the opposition, ranging from the usual cows and chickens to more bizarre beasts.

PISTOL!

Jim's trusty laser pistol is his default weapon, and it's virtually the same as it's always been (although it now has a splendidly rapid rate of fire). The ammo is inexhaustible as it slowly regenerates.



LEPRECHAUN!

Very, very, very silly. This mushroom-shaped weapon fires a green-clad, scuttling homing leprechaun who waddles after the target with an impish cry of "ho-ho!". Surprisingly powerful, actually.



CHICKEN!

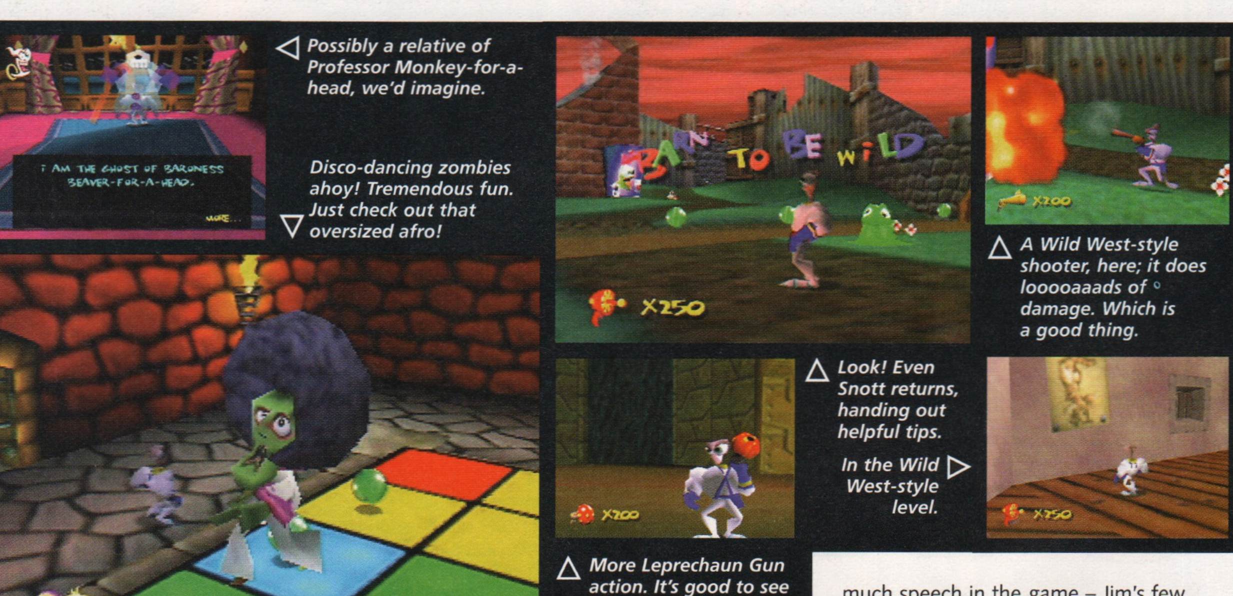
The chicken gun is more of a sniper's weapon, and is used mainly to dispatch enemies hiding in elevated positions, or for downing pig-shaped blimps for extra marbles. Aim it via crosshairs in first-person view.



CLEAVER!

The only weapon that will hurt the cow soldiers that comprise the BSE (Bovine Special Elite). The cleaver spins like a boomerang, and returns like one, decapitating any unfortunate cows in its path.





◁ Possibly a relative of Professor Monkey-for-a-head, we'd imagine.

Disco-dancing zombies ahoy! Tremendous fun. Just check out that oversized afro! ▽

△ A Wild West-style shooter, here; it does looooaaads of damage. Which is a good thing.

△ Look! Even Snott returns, handing out helpful tips.

In the Wild West-style level. ▷

△ More Leprechaun Gun action. It's good to see that Jim is as silly as ever, despite the limited speech.

meaning you've got to start collecting them all over again. It's staggeringly poorly thought-out and *incredibly* frustrating. Thankfully, collected Udders stay with you, but if you need to get though a door, only to be told you need to be "Smart as an accountant" and collect three more marbles, the prospect of having to trawl through a world again to collect *all* the marbles *again* is almost too much to bear.

It's just sloppy, really. Also, death happens far more frequently than it should, due mainly to the unhelpful camera, and some random jumping. Pressing A makes you jump, and tapping A again will cause Jim to glide for a short while, courtesy of his helicopter-spin head. Unfortunately, this double-tap action doesn't always work, which isn't too great when you need to get to the other side of a deadly sea of baked beans.

MASTERY ***...death happens far more frequently than it should, due mainly to the unhelpful camera, and some random jumping.***

There *are* some charming moments, after all it's not everyday that you get to surf on a pig, or escort a Vegas-version Elvis through a level, or even get to hear a selection of the cheesiest jokes this side of Wil's personal Christmas cracker collection (for instance, the chicken spy who refuses to rescue his general because – yes! – he's "a big chicken"). But some of the humour simply doesn't work as text, as there's not much speech in the game – Jim's few stock catchphrases ("Pain!", "Pork power!", "I feel... GREAT!") become irritating after a while and, with the speech-stuffed *Shadowman* showing exactly how things can be done, *EWJ3D*'s lack of sound is all too disappointing.

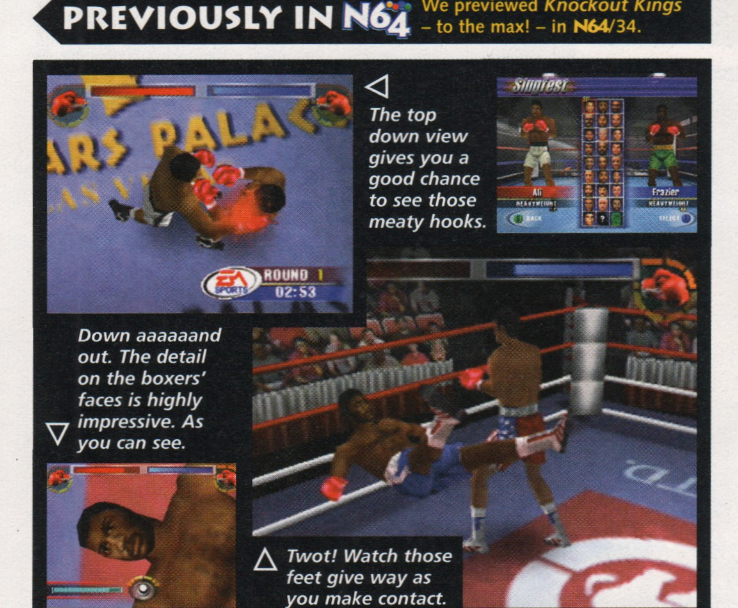
Developers Vis Interactive have done a commendable job of keeping Jim's spirit alive. Unfortunately, the result is a very silly game that also happens to be a frustrating and – at times – primitive 3D platformer. And with *Donkey Kong 64* just over the horizon, *Earthworm Jim 3D*'s three-year-old, basic and infuriating gameplay just isn't going to be enough.

Jim may be as irreverent and lovable as ever, but behind the oddness, and the simple, wholesome silliness, is a game that ultimately disappoints. Far better then *Tonic Trouble* and *Gex 64*, on a par with *Rayman 2* and *Starshot*, and not a patch on *Banjo* and *Mario*, *EWJ3D* is never more than middling. Like we said, it's nice to have the worm back, but it's probably best to save your money until a certain fat ape dominates the yuletide charts. And you can't say fairer than that.

JES BICKHAM

PREVIOUSLY IN N64

We previewed *Knockout Kings* – to the max! – in **N64**/34.



◁ *The top down view gives you a good chance to see those meaty hooks.*

Down aaaaaand out. The detail on the boxers' faces is highly impressive. As you can see. ▽

△ *Twot! Watch those feet give way as you make contact.*

KINGS MODE

Whilst *Knockout Kings'* player creation option pales in comparison to ***WWF Attitude'***s parade-a-freak, it's still fantastic, allowing you to choose signature punching and different areas of skill as well as all the normal guff like afros, goatees and snazzy shorts. Oh, and not only can you place your boxer up against a mate in the game's two-player mode, but also drop them into Career Mode, alongside the likes of Ali, Frazier, Holyfield and Butterbean.

△ *Beautiful. See, here you've got beardy, fat and short...*

...and here you've got afro, goatee, thin and tall. Veeery interesting. ▷

pluses & minuses

+

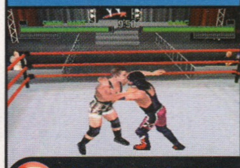
- 25 real-life boxers.
- Plenty of moves and tactics.
- Player creation mode.
- Fun two-player game.

–

- Brief single-player experience.
- No lycra, no leotards and no Hulk Hogan.

If you like this...

WWF Attitude
Acclaim
N64/32, 88%
Similar approach to boxing: less grappling, more hitting.



KNOCKOUT KINGS 2000

Sting like a butterfly. No, that's not right...

For a while *Knockout Kings* is actually a pretty decent scrap. Nestling somewhere between *Tekken* and a rasslin' game, its mixture of jabbing, ducking and falling to the canvas clutching a nasty eye injury is surprisingly compulsive. And, with EA paying a visit to the bank to secure yet *another* big name licence, you also get a side order of 25 real-life boxing legends too, including Muhammed Ali, Smokin' Joe Frazier and, er, Floyd Mayweather.

Eventually, as was probably to be expected, *Knockout Kings 2000* loses its legs a bit, lacking *WCW's* sheer number of fighters and a beat-'em-up's barrage of moves, but, for a while, it's a real hoot – especially when tactics start to come into play. Admittedly, fighting doesn't exactly amount to hours of careful planning, but ducking and diving is a vital part of the game, as avoiding punches, especially head punches, can mean the difference between going the distance or going to ground before the bell's even been rung. And, fortunately, it's also incredibly simple to get into, with your basic moves on the A and B buttons, signature punching on the C's, combo-lacing via R, and, best of all, ducking and strafing on Z. Ripper.

In two-player the game *really* comes alive, though, as rounds tend to stretch for longer than one-player bouts thanks to the absence of the pretty tasty CPU opponents; and multiplayer contests also provide the perfect opportunity to parade your own battle-hard scrappers thanks to the game's superb player creation mode.

The decision whether to buy *Knockout Kings*, then, largely depends on how much you expect for your 40 quid. Even given the quality of some of the CPU opponents, any half decent gamer ought to be able to whizz through the Career Mode in a day or so, which just leaves the player creation mode, multiplayer and intriguing classic match option, where you can zip back in history and fight out some of boxing's greatest nights. We reckon the ideal situation is to get a mate to go halves with you. That way you'll only have paid £20 for the one-player, and you'll both be able to appreciate the multiplayer even more.

TIM WEAVER



△ *The guy in the snazzy US shorts is Roy Butterbean. He ate all the pies.*

INFO BURST

KNOCKOUT KINGS 2000

FROM:	EA
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	43 pages
CARTRIDGE SAVE:	✓ ✗
PASSWORD SAVE:	
EXPANSION PAK:	✗ ✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

8 VISUALS
Beefy polygonal battlers, and some superb animation.

8 SOUNDS
Loads of sampled speech and the funkiest music on the N64.

7 MASTERY
Nothing outstanding, but nippy and fulsome.

7 LIFESPAN
A top notch multiplayer game, but stumpy in the one-player stakes.

VERDICT
The N64's first boxing game is unexpectedly entertaining and refreshingly different.

82%

PREVIOUSLY IN N64 Our last preview of *Rayman 2* was in **N64**/33's Planet 64. Go see.

MAP RAP
Rather than giving you a central 'hub' to run around, with all the levels branching off it, *Rayman 2* features a pretty (but fairly pedestrian) 'virtual map'. It's a shame that moving between stages on the map takes so long, with Rayman and friends scampering alongside the cursor and slowing everything down, but, still, it looks nice, eh?





△ A splendid jet-ski/dinosaur moment. Aces.

▽ Z-targetting allows you to fire with ease.

Even without the expansion pak, Rayman 2 looks an absolute treat. ▷

◁ Lava, unsurprisingly, proves fatal. Luckily, someone's built a bridge.

△ Platforms invariably fall as you step onto them. Irritating.



RAYMAN 2

Hip, hip, 'ray for Rayman? Not quite.

△ Race the lovely Ly across these lily pads. And fall in. A lot.

△ Open secret areas by throwing balls onto pyramids.

◁ Swimming with the dolphins. Highly relaxing. Especially as it's doing the work.

◁ No limbs, eh? You're an irritating French platform hero, right?

◁ These health-giving fairies disappear after a few seconds. Run, Rayman, run!

Chasing the pirate ship, as the platforms – yup – fall away beneath you. Grrr. ▷

△ Swinging on a rope as laser beams threaten. Just like Mission: Impossible.

INFO BURST

RAYMAN 2	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Oct	Oct	TBA

COST: £40

THAT SINKING FEELING

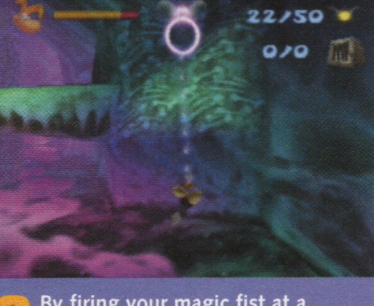
Here's one of *Rayman*'s mind-bendingly tricky levels in full...



1 Easy enough to begin with – scamper along a ghostly bridge, then leap across a chasm onto a vine-covered wall. The green fairy that you find soon after acts as a save point. You'll need it.



2 Now you'll need to drop onto a gradually sinking platform, and leap forward onto three others, each time using your helicopter (switched on and off with A) to avoid landing in the drink. Tough.

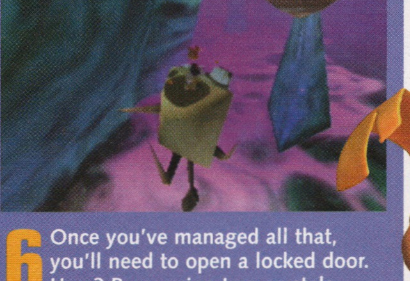
3 By firing your magic fist at a suspended green ring, Rayman can swing like Tarzan to the climbable wall ahead. To make it over, you'll need to jump at *exactly* the right moment, *and* activate your helicopter. Grrr.



4 Now things start getting ridiculous. After you've climbed up onto this towering platform, it begins to plunge into the sea. You've got all of half a second to fire accurately at the next green ring before Rayman drowns.



5 Done that? Now do it all over again. There are three of the descending columns before you're allowed to take a breather, and you can expect another few trips back to that teensy green fairy before you succeed.



6 Once you've managed all that, you'll need to open a locked door. How? By carrying two crystals over – you've guessed it – a series of suspended and/or sinking platforms. Joy!

BODY MOVIN'

As Rayman travels further along the route towards the head pirate's giant sea-faring prison ship, he's handed extra abilities by the friends he meets. Swimming and swinging from suspended rings are two of the most important, but there's also the distinctly *Shadowman*-style ability to power up Rayman's magic fist shots, and the *Pilotwings*-influenced 'flying through thermals' move. Thanks to the clever controls, most abilities are easy to get the hang of. Sweet.



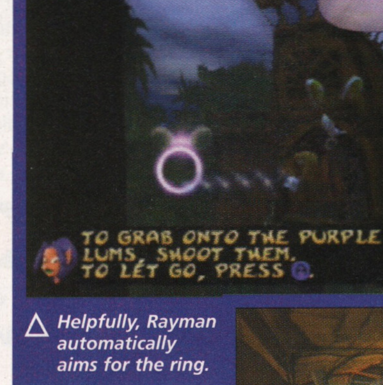
Another month, another lacklustre French platformer that's taken three years to complete and stars an irritating hero with no limbs. To be fair, *Rayman 2* isn't as horrendously misguided as its stablemate *Tonic Trouble* (55% in N64/33), but it does mark yet *another* failed attempt to recreate that *Mario* magic.

The game designers have seemingly tried to make a 'speed' platformer. This is a bad idea. When a large, lush 3D environment (of which *Rayman 2* has plenty) is stretching before you, your natural impulse is to explore freely, search every nook and cranny, and generally just run around a bit. What you *don't* want is to be forced to leap for your life because every platform you step onto sinks, dissolves, or has a fuzzy black caterpillar bouncing up and down on top of it. Yet most of *Rayman 2* is exactly like this – a highly frustrating race against time.

MASTERY ***The sheer teeth-clenching difficulty of tasks can make the ease of controlling Rayman irrelevant.***

Quite often, the game is able to use this speed-based play to its advantage. Weaving left and right as you jetski off the back of a dinosaur's head, plunging down a *huge* chasm as a column of oil tumbles by, and riding a super-fast two-legged rocket are all exhilarating one-off moments. But otherwise the game's linear nature – which even extends as far as an on-screen arrow pointing you along the fixed path – is tiring. It's a shame that Ubi Soft, in common with several other developers, have forgotten that *Mario* and *Banjo* allowed you to work towards any number of different tasks within a single, sprawling environment.

Rayman himself is as downright unlovable as the last Mario-wannabe, but at least he's easier to control. He'll respond to most pushes and prods of the control stick with an appropriate leap, tip-toe or climb, and his lack of limbs, while ugly, allows for some impressive animation as he jumps over pirates and monkey-swings past leaping piranhas. The camera, too, manages to just about keep up with things, occasionally leaving you dazed by suddenly flicking around corridors, but otherwise is intelligent enough to move into the right position for most tricky sections. The C-button camera controls, too, are spot-on.



△ Helpfully, Rayman automatically aims for the ring.

The sheer, teeth-clenching difficulty of the tasks that face Rayman, however, can make the ease of control irrelevant. Neat moments – such as firing a magic bolt at a suspended ring, then swinging back and

GO! GO!

pluses and minuses

+
- Attractive environments.
- Relatively lasting challenge.
- Several impressive set-pieces.

–
- Disappointingly linear.
- The difficulty level is often pitched far too high.
- Characters who are only loved by their mums.

If you like this...

Glover
Hasbro
N64/21, 83%
One of the few original third-party platformers.



8 VISUALS
Crisp and colourful even without the expansion pak, but samey.

7 SOUNDS
Twee music and irritating 'Yahooo!' noises from Rayman.

7 MASTERY
It's only a platformer, but one of the few to avoid fogging and jerkiness.

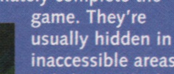
7 LIFESPAN
It's big, but not *that* big, and you're unlikely to return once you've finished it.

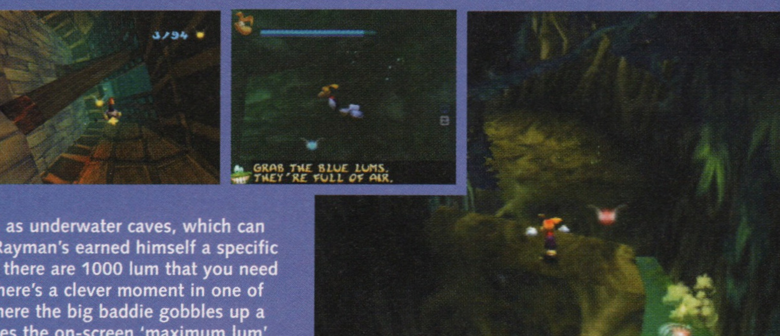
VERDICT
Not the world's worst platformer by a long shot, but despite enjoyable moments, it's often linear and frustrating.



FAIRY STORY

The 'lum' are tiny, yellow fairies – the equivalent of *Mario*'s coins or *Banjo*'s notes – which Rayman needs to collect to open up later levels and bonus areas, and ultimately complete the game. They're usually hidden in inaccessible areas, such as underwater caves, which can only be reached when Rayman's earned himself a specific ability. To start off with there are 1000 lum that you need to collect in total, but there's a clever moment in one of the early cut-scenes, where the big baddie gobbles up a fairy and promptly causes the on-screen 'maximum lum' counter to twirl around and reduce by one.







◁ Looks like Rayman's set to walk the plank.

Tame this angry rocket-dog creature to be able to ride him at will. Sweet. ▽

△ The range of bad guys is disappointingly slim, but they prove worthy opponents.

▽ No matter how often you kill these black caterpillars, they always re-appear.

forth on a glowing tether-line – are almost ruined by incorporating them into challenges so tricky that you'll cry real tears. Fail to fire accurately at the ring in the short time that your sinking platform is above water, and it's back to the start. Fail to leap from the tether in the split-second that it reaches the middle of its swing, and it's back again. Rayman's energy is only depleted a tiny amount each time, but you'll inevitably lose the lot anyway and be dropped at the start of the level again.

Unforgivable omissions by the programmers don't make *Rayman* any less annoying. While the swimming sections are excellent, some stretches of water kill you instantly, with the only indication being a barely-visible warning post at the water's edge. Some puzzles aren't heavily signposted – undoubtedly a good thing – but most have descriptions of *exactly* what to do revealed by your floating, grinning, nameless friend. And every cut-scene is unskippable, something that doesn't endear you to the game when three seconds of action is sandwiched between two four-minute cut-scenes featuring a band of truly loathable characters.

Still, you'll probably have noticed from the pleasant blue-coloured score in the corner of the page that there's plenty we do like about *Rayman 2*. In the three long years that the developers have had with the game, they've had time to incorporate a host of impressive one-off moments. Most, like the dinosaur jetskiing, are based around the theme of 'move forward quickly while avoiding X and collecting Y', but they're still exciting and enjoyable. Swimming with the giant, singing whale as evil fish try to steal your air-bubbles is great, and juggling an explosive barrel as you shoot approaching bombs out of the sky is another clever, challenging moment that made us smile.

VISUALS ● ***Rayman's lack of limbs allows for some impressive animation as he jumps over pirates and monkey-swings past leaping piranhas.***

The promise of a bonus stage opening up on every level once you've found and collected every fairy is also a nice touch, and means that there's a real reward for backtracking. And, unlike *Tonic*, ideas 'borrowed' from other games have been re-created superbly. The *Pilotwings*-style 'floating on thermals' section is relaxing, and the *Zelda*-style Z-targetting works well, but it's telling that the moves that came straight from the brains of *Rayman*'s own developers (using his helicopter hair to float downwards, firing bolts from his 'magic fist') are the trickiest to control.

Rayman 2 isn't all *that* bad, then. But for every involving moment, there's another screamingly difficult or hopelessly linear section hiding just around the corner. As one of the few platformers to get its controls and camera near *Mario* standards, it's worth a look, but it's a stark reminder that only a few people in the world are able to make platform games which are truly special. And they don't come from France.

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PREVIOUSLY IN N64

We took a Future Look at *40 Winks* back in **N64**/30.

PICK UP CENTRAL
Working on the premise that people enjoy nothing more than collecting shiny objects that make a tinkling sound when you walk over them, the game's designers have made sure that every level is crammed full of a confusing array of golden tokens. There are cogs to open doors, dream tokens to open more doors, moons to power your vomit attack, Z-shaped health, R&T tokens to collect towards an extra life, things to extend the life of your power suit… Plenty to be getting on with.

Threadbear turns up in a UFO for this bit of aggro, complete with grey men.

This dino boss isn't easy to kill, particularly when his minions are after you.



Experience the sheer frustration of the hideous combat system.

The game doesn't skimp on the old sparkly star effects.

With the robot suit you can fire homing missiles. Cool.





40 WIN

It's middling platform game month! Can GT's cutesy effort reverse the trend?

Stumpy characters called Ruff and Tumble? A dream-stealing boss called NiteKap and his distressingly Bob Hoskins-like teddy sidekick, Threadbear? A bunch of shortarsed fairy weevils to rescue from the naughty green HoodWinks? Yes indeed – it's kiddie platform game time.

But if you cast your learned eyes over these screenshots, you'll see that *40 Winks* is a thousand times more polished than *Chameleon Twist 2*, a million times better looking than *Tonic* 'The Chronic' *Trouble*. It's from the same development house as the marvellous *Duke Nukem: Zero Hour*, so you'd expect it to look pretty spiffy, but is it up to the fluffy standard set by *Banjo-Kazooie*, champion of *Mario*-borrowing sweetness, or does it hide its inadequacies behind the hoary 'younger audience' excuse? With two characters, a two-player co-op mode and six hefty worlds to explore, it has to have a chance, right? Well…



INFO BURST

40 WINKS

FROM:	GT
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

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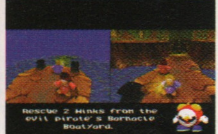
A genuine co-op mode in a platform game? Eurocom beat Shigsy to it, with a full two-player adventure that's exactly the same as the one-player game. Impressive stuff. But take a look at these screenshots… No, we didn't shrink them. You really do have to play on an area about 1/6th the size of the screen. Fine if you've got a 32-inch widescreen telly, but virtually unplayable on anything less.



Play this on a portable TV and experience the true meaning of the word 'migraine'. Painful.







VOMIT ATTACK

Pressing Z unleashes a hard-to-aim projectile attack. If you're in standard kid form, it's a vaguely unsettling scream attack which turns into a twisty beam of coloured light. If you're in caveman mode, your character opens its mouth and heaves up a bellyful of bones and lumps of semi-digested brown stuff, accompanied by a 'bleeeeurgh!' sound. Lovely.



The standard vomit attack is disturbing enough.



We count 12 peas, one bone and a brown thing.

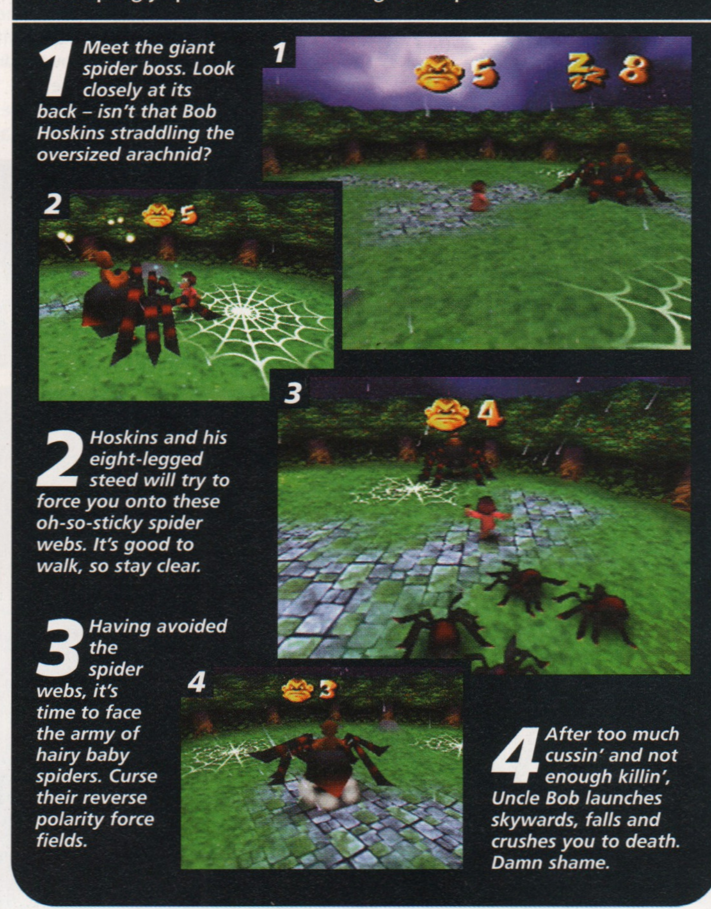


Nice. Looks like there are a few peas in there along with the bits of bone.

KS

Arachnophobia

There's a boss at the end of each world, just waiting to impress you with spangly special effects and magnetic repulsion.



1 Meet the giant spider boss. Look closely at its back – isn't that Bob Hoskins straddling the oversized arachnid?

2 Hoskins and his eight-legged steed will try to force you onto these oh-so-sticky spider webs. It's good to walk, so stay clear.

3 Having avoided the spider webs, it's time to face the army of hairy baby spiders. Curse their reverse polarity force fields.

4 After too much cussin' and not enough killin', Uncle Bob launches skywards, falls and crushes you to death. Damn shame.

LINKLESS

The best thing about the two-player mode is the way you can push the other player around. You can't hurt her, but you can knock her off ledges and kick her into lava pits ('her' in this case referring to poor Andrea). What would have made the two-player game truly worth playing would have been some kind of enhancement so that the characters could link up, as in the classic Spectrum game *Head Over Heels*. Innovation in 3D? If only.



JACK IN THE BOX

Hop into a costume box to transform into one of four extra characters – for a limited period only.

Monster

Hop into a monster box and the kids will be transformed into sub-human Neanderthal beasts, complete with Saturday-night-in-Milton-Keynes jutting brows. They're far from lovable (see Vomit Attack) but they do a nice line in NiteKap bashing.



He's not big and he's not clever. He's not cute or funny either.

Robot

The best costume by far. The robots fire homing missiles, perform cool double jumps using their rocket backpacks, and have the most powerful standard attacks, so they don't get hurt too easily. If only you could play as them all the time.



If you could use the robot at any time, the game would be more fun.

Ninja

Ruff turns into a stumpy ninja, whilst Tumble becomes a battling geisha girl with a large kendo stick. They're more agile than usual, can jump higher, and can pull themselves across ropes to reach tricky areas. They make nice kung fu noises.



Enjoy the kung fu shrieks while you can. The clock is always ticking.

Invincible

The two costumes granting temporary invincibility are embarrassing – a little jester for Ruff and a cute fairy outfit for Tumble. You wouldn't want your mates to see you playing as this hideously camp duo, that's for sure. Best avoided in adult company.



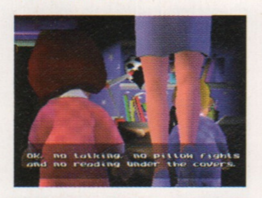
That kind of thing can seriously traumatise a kid. Watch out.



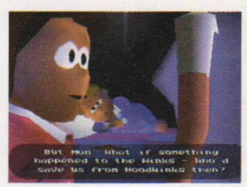
FIGHTING FARCE

If you want to avoid ramming your joypad through your TV screen in frustration, try not to get into any fights in *40 Winks*.

ATMOSPHERE
Cut scenes introduce the game, with a realtime edit of an FMV sequence from the PlayStation version, and a picture of cranky old NiteKap and hairy old Threadbear taunting you when you die. There's a little speech to go with the subtitles and some suitably cartoony music, setting the scene for the lightweight antics to follow.











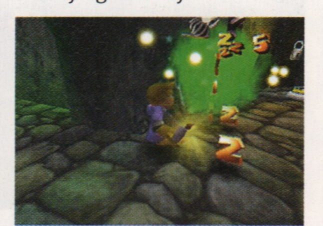
1 The standard attacks are activated by pressing B three times to give a punch, punch, kick combo (complete with expanding foot). Where *do* they get their ideas from?

2 All very well – after all if it's good enough for *Mazza*… Except in *40 Winks*, it's not enough to kill the enemies outright, and you freeze for a moment following the kick.

3 So while you're frozen, the enemy comes back with an attack of its own. Unless you hit it from behind, which isn't always possible, you're guaranteed to get smacked.



4 Meaning that the average fight sequence goes: punch, punch, kick, *ouch*, punch, punch, kick, *ouch*, punch, punch… Well, you get the picture. Annoying? Bloody.





Mighty fine dialogue. He is indeed an ape man. Try not to mess, okay.

This is where Rare's lawyers get itchy litigation fingers.

That little grey goblin thing is a genuine Wink. Collect it while you still can.

It has some nice colourful backgrounds.

Wakey Wakey the alarm clock. Shutty Uppy!

After countless attempts by almost every software house you could think of, nobody has even come close to matching the near perfection of the original 3D platform game, *Super Mario 64*. Wisely, *40 Winks* doesn't even attempt to compete with the undisputed king of butt-slams and backflips, opting instead to take the safer route and aim at the 14-and-under market, which is obviously much less discerning. Right?

The two lead characters in *40 Winks* look like they've arrived from some parallel universe where cuteness is defined by a simple yet flawed equation (big heads – small bodies + gormless expressions² = lovely + cuddly). It doesn't work. The sawn-off duo, Ruff and Tumble, are no more appealing than Rayman, Tonic, Crash Bandicoot, Spyro and all the other dull platform heroes who have tried and failed to impose their anodyne personalities on the world's younger gamers.

Ignoring the lack of appealing characters, the game turns out to be a fairly standard platformer. Starting from a hub, the kids' house, you warp into whichever one of the six worlds is available. Once you're there, you slog through the mini levels, rescuing the Winks and collecting enough cogs to open a few locked doors. After a while you find a boss, beat him up a little bit, then return to the house, where you'll find a new world has been unlocked. You continue the sequence until you've rescued all the Winks, enabling access to the final boss.

It's extremely linear in design, with a good deal of backtracking involved. When you've explored one path of a level and rescued the Wink at the end of it, you generally have to trek all the way back through the rooms you've just cleared to open the door to the next section.

There's also something a little strange about the way the characters interact with their environment. They seem to be surrounded by a Weeble-shaped magnetic force field which makes them prone to slipping off the edge of narrow platforms and sliding down staircases when you leave the controls alone. It also makes killing the enemies even more of a chore than it already is. For example, the first boss is a big spider which spawns lots of little spiders as its secondary attack. Punching the little ones isn't enough to destroy them without taking lots of damage in the process, so you have to use the good old butt-slam move. However, the 'Weeble aura' effect means that unless you land directly on the middle of a spider's back, you just slide off to one side.

VISUALS ***It's almost up to the standard of Banjo-Kazooie in the visual department and the game's technical prowess is admirable.***

Winky Kong Racing?

Accept a racing challenge from the game's sub-bosses and you can go on a high-speed supermarket sweep. Grab as many items as you can, and you'll be allowed to keep them all if you win the race. Not bad at all as a bonus section.





◁ *Racing against a purple dragon (it isn't Spyro).*



◁ *We'll suck that parrot into our air intakes and mince him up.*

Expansion pak

Happily, the game supports the expansion pak. It'll run just fine without it, but with the extra memory installed you get a choice of three screen modes.

NORMAL

Rather fuzzy low-res. It's the fastest and smoothest mode, of course.



MEDIUM

Switch to medium and the fuzz is magically removed. Super.



HICOL

The nicest to look at, the jerkiest to play, with the odd bit of judder.

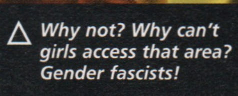


Only boys can access this area.

▽ *Meet NiteKap. He gets no sleep, so he's as grumpy as hell. We'll make him sleep – forever!*

Ahooo!! Thought you could get the better of old Nitekap Ehh?... Well. You sleep tight.....

△ *Why not? Why can't girls access that area? Gender fascists!*



◁ *Whooo! Feast your eyes on the large and scary statue in this large and scary cave.*

▽ *Yeuch! Don't fancy yours much. Tumble's monster costume isn't the nicest thing.*



△ *Twelve dream keys open up this warp portal to the level's boss. Don't go through that door though, as it just leads back to the house area.*

LIFESPAN **40 Winks *is more than competent – it's towards the upper scale of the 3D platform game evolutionary scale.***

It isn't difficult to destroy them all in the end. It's just rather more tedious than it ought to be.

40 Winks has its moments though. There are some tense sections where you have to get to a certain point before your costume power-up wears off, *DKR*-style races against characters you've pummelled minutes earlier, and some very impressive scenery. It's almost up to the standard of *Banjo-Kazooie* in the visual department (indeed, some of the locations are remarkably similar – Crusty Rusty Wreck, anyone?). There's nowhere near as much variety as Rare's title, but the game's technical prowess is admirable, particularly when you compare it to the foggy, fuzzy likes of *Gex*.

But then if you've got to resort to mentioning the unholy gecko in order to dredge up a genuine compliment for a game, there's definitely something missing. *40 Winks* is more than competent – in fact it's towards the upper end of the 3D platform game evolutionary scale, in which *Gex* represents a Cro-Magnon knuckle-dragger, *Banjo* is a 20th century man (Forrest Gump), and *Mario* is a kind of telepathic superbeing from the distant future. It's alright, but in that kind of company you might be better off sticking with what you know.

MARTIN KITTS

pluses & minuses

+

- Lush graphics.
- Plenty of stuff to pick up.

–

- Gets a bit repetitive.
- Annoying combat.
- Contains nothing you haven't seen before.
- Weeble effect.

If you like this...

Super Mario 64
Nintendo
N64/1, 96%
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8 VISUALS

Polished to maximum goodness, with three different resolutions.

7 SOUNDS

The usual mixture of nice tunes and squeaksome sound effects.

6 MASTERY

A neat two-player mode, marred by a squished playing area.

6 LIFESPAN

Not all that difficult. You'll probably finish it within a week, and there's little replay incentive.

VERDICT

A very professional, uninspired platform game. Perhaps a little too basic for those who've already finished *Banjo-Kazooie*.

71%

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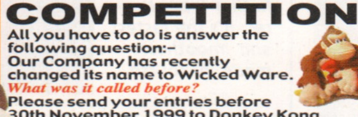
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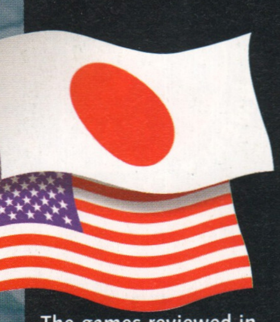
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The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.



PREVIOUSLY IN N64 We've been waiting for *WinBack* since time began. Check out **N64**/17, 19, and various issues after that.



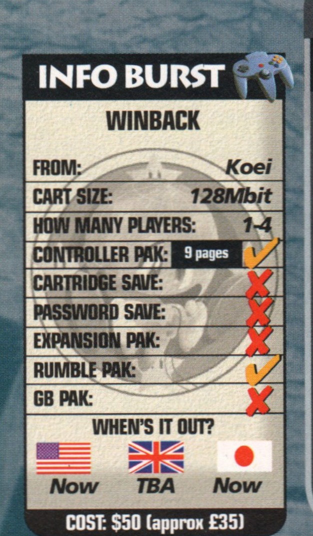
A messy accident with the rocket launcher.

Those suckers won't have a clue what hit them.

Quick, reload! Then line him up and blow him away. Top stuff.

WINBACK COVERT OPERATIONS

Flak with a vengeance.



INFO BURST

WINBACK

FROM:	Koei
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	9 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

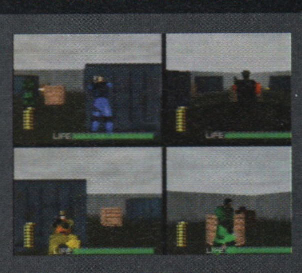
US	UK	Japan
Now	TBA	Now

COST: $50 (approx £35)

Three for friends

There are plenty of cool multiplayer options. These are our favourites...

Deathmatch



The purist's choice. Four players fighting to the death in a selection of small arenas. If you die, you're out o' there. Teams or free for all, the last man standing is declared the winner.

Quickdraw



In this odd little game for two players, the object is to hit a series of coloured cubes rather than each other. The usual weapons are available, and the first to hit all seven cubes wins.

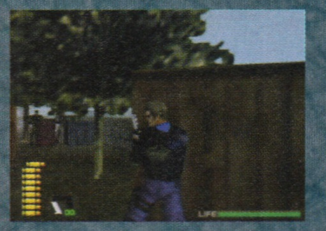
Team



This is like the team option in *Street Fighter 2*, where the next member of your gang of three leaps into the action to replace anyone unlucky enough to get prematurely ventilated.

DUCK AND COVER

***WinBack*'s combat system is brutally effective. Once you've mastered the training mode, you'll soon be taking out enemies with lethal head shots and riddling them with bullets. Leave no survivors.**









1 Dash around a corner without due caution and Jean-Luc will absorb enough lead to poison an army. Press A to hide with your back to the wall, and use the C-buttons to move the camera.

2 Hold the R button to leap out from behind the wall and auto-target the nearest enemy. Pop a couple of caps in him, then release R to duck back to safety. Look out for suicide soldiers.

3 Every time you jump back behind the wall, take a moment to reload your pistol or shotgun. Empty ammo clips cost lives, and anyway, the reload animations look particularly cool.

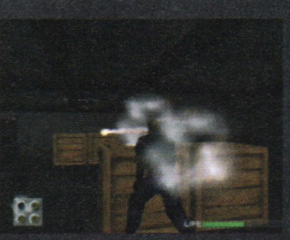
4 When you're sure that you've blown away everyone in sight, press A again to move away from the wall, and hurry along to the next bit of cover before a sniper caps you. Tasty.

This man thought he was bullet proof. Nope!



Just a green or red impact flash. No blood, sadly.

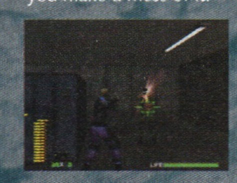
Pay attention to Steve. He's the boss.



How about we find the nearest bad guy, fill him full of lead, then find a few more. Repeat.

HEAD SHOTS

The auto-target system locks on to the chest area, which is fine if you just want to get a couple of certain hits in before ducking for cover, but not so good if you need to conserve ammo. It can take more than four body shots to put the average enemy away. To get a head shot, use the auto-target as normal, but ease back on the analogue to raise the target beam just a fraction. With a little practice you'll be able to get a head shot almost every time (look out for the red flash if you've been successful). As long as you don't move the beam too far away from the green target box, releasing the joystick will always re-target the chest area if you make a mess of it.



BACK SHOTS

If you're lucky enough to creep up on an enemy without him hearing you, shooting him in the back is a surefire way of getting a one-shot kill. Harsh but fair. Along with head shots, back shots count as Lethal Hits when it comes to totting up your score at the end of the game. Nice.

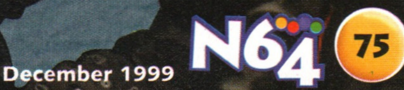
Could it be true? A finished copy of *WinBack*, in English? Okay, so it doesn't have a confirmed UK release date yet (that would be asking too much), but after two years of being drip-fed information from Koei in Japan, we were just glad we finally had the chance to see if the game could live up to our expectations.

So is it as good as we hoped? Well yes – just about, anyway. *WinBack* has its faults, but the good points certainly outweigh the bad. It's a stealth-based shoot-'em-up, set in a variety of realistic environments, starring crack agent Jean-Luc Cougar and a team of assorted Van Damme and Chuck Norris look-alikes (including one called Steven Legal. Yup). Flying on a mission to recover a stolen super-weapon, they're separated after being forced to parachute out over enemy territory when their chopper gets into trouble. From the moment you hit the ground, you're on your own.

It's terrific fun, once you've overcome the initial shock of a control system which places 'fire' on the A-button and 'duck' on the Z-trigger. A few early deaths are sure to be caused by frantically ducking while trying to fill an enemy with lead, but it works well after a little practice. Most of your time will be spent running around in a half-crouch position, rolling past doorways and popping out from behind boxes to deliver a few lethal slugs. The bad guys behave in much the same manner, and the whole effect is rather like starring in a Starsky and Hutch shoot-out.

The missions are very linear though. Jean-Luc can't jump or fall off edges, and it's quite disturbing to find that after fighting your way past hordes of soldiers and through, over and around a huge warehouse in the first multi-part level, the key you were trying to find is actually situated about ten feet away from your starting position, behind a waist-high wall. Deeply odd. Later levels are similarly illogical, but the simple

GO! GO!



SNEAK AND DESTROY

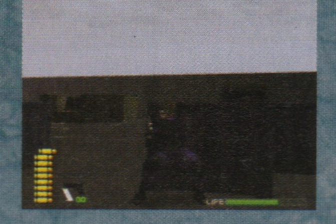
Disposing of heavy artillery in four easy steps...

1 *This scene, not far into the second level, is absolutely fantastic. Jean-Luc is pinned down behind a series of metal boxes, with a large gun emplacement spitting bullets at him from that bunker. He wouldn't last a second if he stuck his head out.*

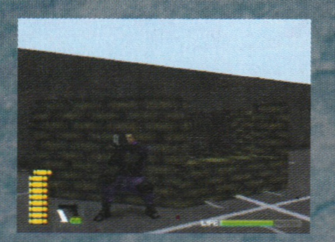
2 *But of course there's nowhere else to go. Having seen his team-mate fall victim to a sniper minutes earlier, Jean-Luc has to get moving if he wants revenge. By staying low and rolling, it's possible to make it to the next box without getting shot.*

3 *After a horribly tense dash away from the gunner's line of sight, our hero manages to outflank the bunker. Sneaking up alongside it, alert in case a new wave of reinforcements arrive, Jean-Luc plants a C4 remote mine on the floor. Heh.*

4 *He retreats to a safe distance and presses the trigger. There's a small but satisfying explosion, and, happily, a faint cry of "ugh!" from inside the bunker. Nothing spectacular, but vengeance has been had. Now to take the enemy HQ!*





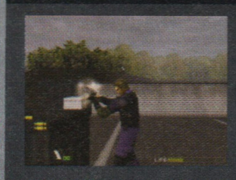




Packing heat

WinBack isn't exactly stashed with hardware, but what's there is top quality.

Pistol



This is the most useful weapon in your arsenal, by virtue of its unlimited ammo. You have to remember to keep reloading between bursts, as the magazine only carries 8 bullets, but a single shot to the head disposes of most enemies.

Shotgun

The spread effect you get from this little beaut can actually work to your advantage, taking out a whole group of enemies with a single shot. At close range it's devastating, so use it to take out the black-suited suicide guards.



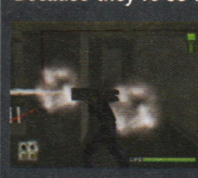
Machine gun



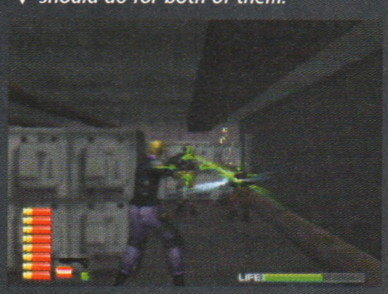
Far more powerful than the pistol and highly effective from long range, but ammo becomes scarce on the later levels. Save it for the bosses rather than waste it on plain grunts, no matter how much fun ventilating them might be.

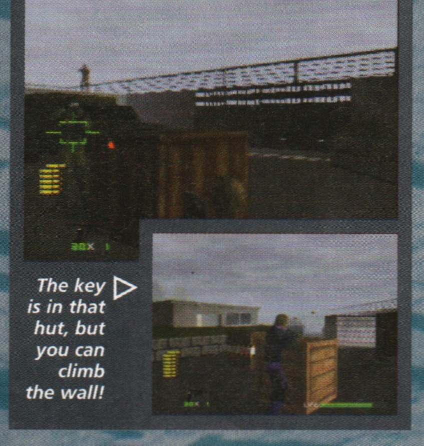
Extras

You'll find one-off extras like the silenced pistol and the rocket launcher at various points throughout the levels. Because they're so rare, they'll probably remain in your inventory, unused until much later on in the game.



One blast from the shotgun should do for both of them.





The key is in that hut, but you can climb the wall!

exploration and puzzle-solving are merely sub-plots to the main shooting action.

After a dull period of wandering around looking for a switch, you'll usually be thrown into a real nerve-jangler of a shoot-out. The enemy troops come in several varieties, from the dumb grunts you can smash over the head with the butt of your gun to save ammo, to the smarter, more lethal suicide soldiers, who run towards you for a spot of hand-to-hand (or foot-to-stomach) combat. It's definitely advisable to kill them before they get that close. There are more intelligent boss characters too, who behave like artificial deathmatch opponents, and the more you play the weird and wonderful four-player games, the better equipped you'll be when it comes to finishing off the bosses.

The only big problem with *WinBack* is the camera. It stays behind your character for most of the time and although you can swing it around with the left and right C-buttons to get a better look around corners, it doesn't follow your aim when you're trying to line up an accurate shot. This makes aiming incredibly difficult, and means you take plenty of unnecessary hits, knocking your aim off even further. Also, because there are no strafe buttons and you can't move while shooting, you have to alternate between aiming and running to avoid getting shot to pieces in open areas. Naturally, this causes the camera to have a fit, and there were a couple of times during which we lost track of Jean-Luc completely, and he was cut down somewhere off the screen. Not good.

But despite the camera, it's still a very good game. There are no comparable titles on the N64, and even if you might sometimes find yourself wishing that Rare had programmed it rather than Koei, you'll keep coming back to it for one more stealthy killing spree.

MARTIN KITTS

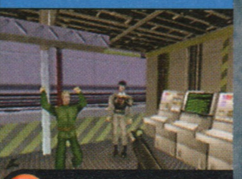
pluses & minuses

+
- Shooting realistic soldiers is great fun.
- Atmospheric, stealthy gameplay.
- Unusual multiplayer games.

–
- Annoying camera.
- Muddy graphics.
- Jean-Luc runs like he's soiled his nappy.

If you like this...

GoldenEye
Nintendo
N64/9, 94%
You know all about this. One of the greatest games ever.



7 VISUALS
Drab textures mean it's no looker, but some of the environments are quite believable.

8 SOUNDS
Turn the music down to make the most of the atmospheric footsteps and noisy gun effects.

7 MASTERY
A brilliant concept, let down by a fiddly camera.

8 LIFESPAN
The warm glow you get after popping someone in the back with a shotgun will keep you happy for a while.

VERDICT
Not a *GoldenEye*-beater, but a top shooter in its own right. There's nothing else quite like it on the N64.

83%

Welcome to Club 64, the part of the magazine designed to help you enjoy your N64 games to the full.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS



This month's top guide:

JET FORCE GEMINI

We guide you through the game's opening bug-blasting levels. 86





GO! GO!

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!

Some Dolphin queries, a quick Bible lesson, a *Shadowman* critique and a Nintendo yacht spotted. Your letters again, of course...

N64 STAR LETTER

'Legion'

I bought *Shadowman* this month and, being so impressed with it, decided to do some research. And it turns out that in the Bible, in Mark, chapter nine, verse five (where the instruction booklet quotes, "My name is Legion, for we are many") there is no such piece. So I looked up Legion in the Dictionary of Quotes and found 'Legion, My name is'. It went on to say that the quote, "My name is Legion, for we are many" is actually from Mark chapter *five*, verse *nine*. So, looking up this reference in the Bible, I found: "Then Jesus asked him, 'What is your name?' 'My name is Legion' he replied, 'For we are many.'" Seems Acclaim messed up.
Adam Coltman, Surrey

Whoops. But we'll forgive them. It's still a cracking game. **Ed**

'Might get'

On Sky a few weeks back, I was watching .TV *(That's a techy satellite channel* – Ed) and they had some information on Dolphin, listing a group of developers that might make games for the console. One that surprised me was Squaresoft. If Squaresoft *are* making games for the console, does that mean we might get a *Final Fantasy* game? Also, they didn't have Rare listed – surely that doesn't mean that Rare aren't committing to Nintendo's new machine?!
Cameron Coles, Caerphilly

Tsk. Never believe what you see anywhere outside the pages of **N64**. *.TV's proposed list of Dolphin games is complete and utter fantasy. Fact is, no one knows for sure what games will arrive along with the console – but we reckon we've got a fair idea. Rare, meanwhile, are part-owned by Nintendo of America so they're definitely, definitely on board – almost certainly with a Disney game – but Square is still a problem area for Nintendo after the two companies fell out over cart production on the SNES. We'll just have to wait and see.* **Ed**

'Familiar things'

After reading the *Shadowman* review in **N64**/32, I noticed one or two



familiar things about the game: firstly, those Dark Souls – there's 120 of them, right? Well, doesn't that ring any bells? Yep, in *Mario* you had to collect 120 stars and in *Zelda* 120 Skulltulas. Next up there's the Coffin Gates. You need to have a certain amount of Dark Souls to pass through them, correct? Just like the doors in *Mario*, then. Then there's this Deadside/Liveside thing. Sounds just like the whole adult Link/young Link bit in *Zelda*. And, finally, there's the Gad tattoos that grant Shadsy different abilities. Not unlike the Talisman Tiles in *Turok 2*, are they? Could it be that *Shadowman* isn't quite as original as you thought?
Liam Fisher, Romford

Mmm, well, fair enough, Shadowman*'s not entirely original when it comes to the elements you*

Correction corner

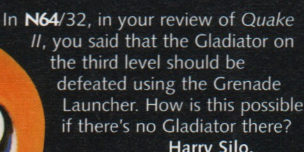
So, what have we got wrong *this* time?

Okay, so who's the simple-minded oaf who put a screenshot of *Hot Wheels* in with the *Top Gear Hyperbike* preview in **N64**/33?
David Clack, Kent

That was purposeful. **Ed**

In **N64**/33, I couldn't help but notice that you spelt my surname wrong. It happens to be Chung. I don't know *where* you got the name 'Lage' from. Oh, and I'm 13 now, not 12.
Tracey Chung, Bristol

Lage. Interesting. **Ed**



In **N64**/32, in your review of *Quake II*, you said that the Gladiator on the third level should be defeated using the Grenade Launcher. How is this possible if there's no Gladiator there?
Harry Silo, Orpington

Um, anyone fancy fielding this one? **Ed**

In your *Pokémon Snap* review in **N64**/29, the... (One side of A4 *full* of Pokémon corrections follows – Ed)... but by throwing a ball at it, it actually changes back into its original form.
Ross Thorne, Bournemouth

Great. Thanks. **Ed**

mention (except Deadside/Liveside, which is in the comic) but, then, those comparisons to Mario and, more relevantly, Zelda were always likely to be made of any 3D adventure. If we were working to that kind of ruling, Zelda would be a Tomb Raider rip-off! And, anyway, Iguana UK happily admit that both Mazza and Zelda were the main blueprints for Shadsy. **Ed**

'Two claws'

Here's our entry for 'And Here's One I Made Earlier'. Can't you see – it's *Turok 2*! We made this mask from papier maché and have also included an arrow and two claws. Great, eh?
Mark and Emma Harrison, Essex

Fantastic work! We dressed Mark up in it as you can see. Was he scary? Er, no. **Ed**



'Launch games'

What's the latest news on whether Dolphin will run DVD movies or not? Will it be connected to the internet? How about backwards compatibility like PlayStation 2? I've come up with a cool set of launch games for Nintendo's machine. How about *Super Mario* Dolphin, a *Banjo* game, *Killer Instinct 3*, *Turok 4*, *Zelda* Dolphin and *Final Fantasy*? Wouldn't mind that, eh?
Daniel Bevis, Hampshire

Currently it doesn't looks like Dolphin will run DVD movies, though with PlayStation 2 doubling up as a cinema, Nintendo would be foolish not to include a similar feature in their machine. Yep, there'll be internet capabilities too, almost certainly via a built-in modem, but backwards compatibility is a no-go as the format is changing over from cart to disc. **Ed**



'Weekend'

When I was on holiday in France recently, I was visiting a city called Brest and noticed this Nintendo boat in the harbour. Weird! Was Shigsy taking a well deserved break, messing about on the water, I wondered. Or was it Howard Lincoln getting away from America for the weekend? Can you figure it out?
Ross Galloway, Scotland

Shigsy in France, eh? We heard he liked to get away for the weekend but that's ridiculous. **Ed**

'His belly'

Whilst browsing through some old **N64**'s I noticed that the fat guy in *F-Zero X* has EAD written across his belly, while in *1080°* someone called EAD has smashed all the records in the Time and Trick attack modes. So, what you're telling me is that the fat guy in *F-Zero* is the same guy who obliterated those hard-to-get times in *1080°*? Doesn't seem likely.
David Fairhall, Poole

Ah, no mystery here. EAD is Nintendo Japan's own Entertainment, Analysis and Development Division, which is basically the department that Shigsy and his bands of multi-faceted game designers work for. Which should explain their times in

DREAM ON

More of your great game ideas? Ooooh yeah!

WILD BLUE YONDER

Kind of like a cross between *Wave Race* and PC game *Speedboat Attack* (where you raced around in speedboats, armed to the teeth with machine guns and rocket launchers), *Wild Blue Yonder* sees you playing a terrorist-thrashing Pentagon agent, Major Wild, whose job it is to stop terrorist organisation Blue Yonder (? – Ed) from building lethal nuclear missiles. See, they've stolen the blueprints for the missiles and plan to build enough so they can launch one into every major city in the world. What this means is 20-odd levels of jetski action, with Major Wild able to fire off everything from pistols to torpedo launchers in an effort to stop the unfathomably evil Blue Yonder and their armies of soldiers.

James Davies, Lydney

Sounds exciting. Wave Race *physics with* Turok *weaponry. Could be nice, that.* **Ed**

POKÉMON KART 64

What about this?! *Pokémon Kart 64* would include up to eight playable characters (plus secrets) including Bulbasaur, Charmander, Pikachu, Sandshrew, Squirtle, Mewtwo, Cubone and Jigglypuff, and would feature 15 courses, five of which were battle arenas. There'd be Pokémon Island, Bulbasaur's Garden, Mewtwo's Motorway, Sandshrew's Pyramid, Pokéball Stadium and many more. There would also be stacks of power-up's too – how about firing off a bolt of Pikachu's Electric Burst, or stopping a kart dead and sending the driver to sleep with Jigglypuff's Sleepy Song? There could also be Squirtle's Water and Sandshrew's Quicksand.

Josh Broster, West Sussex

What a treeeemendous idea. A Dolphin release, perhaps? **Ed**



GO! GO!

BONUS LETTERS

Nintendo roughly translated means, "You can try but in the end it's in God's hands"?
Dan Jones, Hartlepool

And Dolphin means...: Dolphin. **Ed**

Since your HQ's in Bath, you must be really clean.
Chris Round, Dudley

Yeah, good one. (The tumbleweed drifts across our silent office.) **Ed**

I'm a man, man.
John Pratt, Bath

Really? **Ed**

If you pick up a plant as adult Link, you look like Wil Overton with his Goemon wig on.
Daniel Bookham

You mean stupid, right? **Ed**

Romantically involved?
Matthew Tassell, Rayleigh

Hope not. **Ed**

My hand is actually bigger than my head.
Simon Chapman, Oxford

Interesting, but unlikely. **Ed**

Do you understand what I'm saying?
Carolyn Purnell, Belfast

Sorry, it must be that Northern Irish accent. **Ed**

Frosty has a nose?
Mr Frostman, Frome

Correct, Mr, er, Frostman. **Ed**

Something for Nintendo to cast a legal eye over?
Oliver Cruickshank, Norfolk

More than likely. **Ed**

Anyway, here's a fantastic Donald Duck boomerang.
Tobias Langhoff, Norway

Cheers. Works too. **Ed**

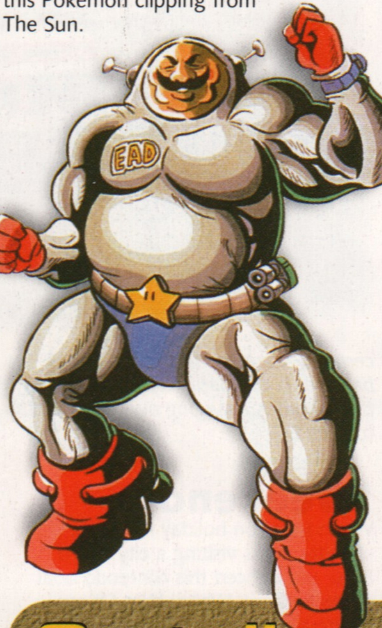
He said, "Knickerbocker Glory?", I said, "I do get a certain amount of freedom in these baggy trousers, yes."
Frazer Bennett, Worcester

Tommy Cooper, eh? Genius. **Ed**

1080° but, er, possibly not the fat guy in F-Zero. Maybe he was based on one of the programmers. **Ed**

'Yellow rabbit'

I don't know about you but I've just about had it with newspapers writing about games. Take a look at this Pokémon clipping from The Sun.



Apparently, "parents have seen it all before with toys like Teletubbies and Furbies", while Pikachu is described as a "yellow rabbit". Even more incredible is their comment that the *Pokémon* game is a "spin-off" from the toys and "the latest in a long line of rip-off's". Oh, and by all accounts, Charmander "grunts"!
Kerrie Robbins, Wolverhampton

I know. Bunch of marrow-headed cretins, aren't they? **Ed**

£375.18 That's how much the new toy craze from Japan may cost you

'You reckoned'

I have a criticism of the answer you gave to the letter '64, 96, 128' in **N64**/31. See, you reckoned you added the 4 Meg of RAM expansion onto the 256 MBit of the ROM cartridge, but the expansion pak doesn't alter the size of the ROM cartridge, it just provides extra temporary memory to make the game look or sound better.
Alland Vuyk, Netherlands

Iiiiiiiii see. We were wrong, then. **Ed**

So tell me this

1. What's happened to *Grand Theft Auto*, then?
2. Is there an exact release date for *Resident Evil 2* over here?
3. *Half-Life*. Not very likely, is it?
4. What's happened to *Riqa*?

Michael Clayton Travis, London

1. We asked Take 2 and they told us it's "still being considered", and yet a few months back they told us it was definitely on. Which kind of suggests that a GTA for the N64 is unlikely.
2. It's out in America on November 11th, and around a week later over here.
*3. We'd have to say no. The whole Half-Life thing came from GT themselves, though, who told **N64** the game was definitely being mulled over by developers Valve. But, we think we would have probably heard some news by now if the PC's best ever shooter was coming across our little grey friend.*
4. Disappeared, along with Eternal Darkness. But, then, both projects were always scheduled for a 2000 release in the first place – and they're both Nintendo games, so secrecy is to be expected.

When is *Snowboard Kids 2* coming out in the UK?
Michael Spray, Derbyshire

It's not. Certainly not in 1999, anyway. Maybe when those releases get thin on the ground early next year, sometime between Christmas and Perfect Dark's release.

Will Dolphin have cordless controllers?
Jamie Allen, Berkshire

Sadly this is unlikely. It would be fantastic, though, wouldn't it?

1. Is there ever going to be a cricket game for the N64?
2. I heard *FIFA 2000* wasn't coming out on the N64. Is this true?

Hugh Miller, Australia

1. There's still time for Codey's to bring across Brian Lara Cricket, we reckon. Whether they will is another question. The relatively unsuccessful Micro Machines 64 hurt a bit, we think. Might be worth keeping an eye on EA, though, with their official licence.
2. Unfortunately, yes. EA "aren't currently planning" FIFA 2000 for the N64. The reason you ask? More than likely it's that they're not making as much money from the cartridge format.

1. Would a Japanese 64DD work with a PAL N64?
2. Will there ever be a *Discworld 64*?

Ben Collings, Leicester

1. No, no, no. Don't even be tempted.
2. Wouldn't have thought so. Simply too much to squeeze onto a cartridge.

Why has it taken so long for Smash Bros. to appear in the UK?
Chris Ware, Martock

Stupidly, there's no real development reason. THE just wanted to hold off the release of the game until Pokémon came out so that people would know who Pikachu was in Smash Bros.

WRITE YOU ARE!

You don't agree? Tell us why not and we'll print it.

Yep, we'd like to think we're not often wrong, particularly Andrea, who goes "mental-style" on anyone crossing her path/criticising her judgement/speaking/breathing.

But, you know, sometimes we'll have a review that, for all the tea in China, you just can't see the reasoning behind. Maybe it's a gameplay problem, or some graphical niggle or other, or maybe it's just a bit of everything. Either way, here's where you can – at a safe distance from Andrea – set the record straight once and for all.

So, if you fancy re-reviewing a game you saw us wrongly mark in **N64** Magazine, jot down 100 of your finest words, clearly expressing your views, and put a percentage score on the end. Then send it to:

Reader Reviews, N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW
E-mail: N64@futurenet.co.uk

And if you want the world to know what you look like, send in a passport photo with your letter and we'll print it.

GLOVER

This game is just so underrated! I mean, it's great fun, it's a massive challenge and it'll take you years to finish – what more could you possibly want from a game?

The graphics are great (though maybe a bit foggy in places), but the real revelation is the ball and glove bit. It's the simplest of ideas but it just works so well – and makes the puzzles even more difficult to get round.

Okay, so it's no *Mario*, but if you're looking for something a bit different, you won't find yourself disappointed. *Glover*? It's pure class and no mistake!

Thomas Pointon, Oxford

90%



EPISODE 1: RACER

This game has so obviously been rushed out to coincide with the release of the film. So many things are wrong with it, and so many things have been left out: there's no learning curve, for starters, while the AI of the CPU opponents is laughable. The cut scenes are rubbish too; they're supposed to set the scene but are just four-second flashes that do nothing for the atmosphere. To round things off, the music is totally different from the film while the pods make it sound like you're driving a Hoover at 600mph.

The film may have been a let down, but not as much as the game.

Jonathan Lax, Sailsbury

69%

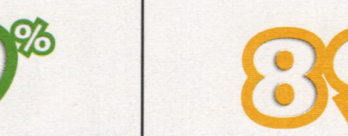


FIFA '99

This is some of the best football I've ever played with a controller! Okay, so the pitch is made from glue and all the players' faces look the same, but there's a fantastic amount of options available. There's a mind-boggling amount of teams, while the Create-a-Player feature – where you can build up your own team from scratch – is superb. The sound is also excellent, featuring Fat Boy Slim and some top techno and realistic crowd noises. I also love being able to deck players without the referees even noticing.

Give this a go – you won't be disappointed. Bring on *FIFA 2000*!

Hugh Miller, Australia



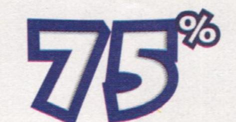


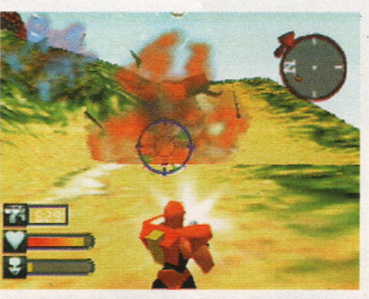
BODY HARVEST

Hmm, where to start, that's the question. Well, the word 'disappointment' comes to mind, as does the fact that you get bored very, very quickly. It's just one long harvest wave after another. Go here, kill a few shabby-looking meanies, go there and do it again, then go back and do it again because the human body count is too high. Where's the fun in that?

I was playing *Zelda* and *Turok 2* a mere half an hour after playing *Body Harvest* and they made me realise that the graphics are shocking, the sound is annoying and the game concept is nothing special either. Very average.

John French, Kings Lynn





Send your reviews to: Write you are! **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.

HOW TO... kick intergalactic butt in JET FORCE GEMINI

Blast your way through the game's first missions.

by Daniel Glenfield and Martin Kitts

Amazing. Just one of the many, many words we could use to describe *JFG*. This game is one of the best carts we've ever had the pleasure of slotting in to the office N64. But it isn't easy. So let us guide you through the first part of the game. We'll cover the trickier moments that your team will encounter, without giving away too much of what awaits you on your quest. So, get those barrels smokin' and those engines fired up, because we've got some serious bug splattering to do...

WHAT WE SAID



We reviewed *Jet Force* in **N64**/34 and this is what we concluded:

"So much fun you'll want to shout and thank Rare that somebody still cares about gameplay."

N64 STAR GAME

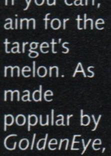
93%

MERCENARY TRAINING

Accuracy

You should always switch to manual targeting (Hold R) when wading into a combat situation as there's not much of a built in auto-aim system – so you're better off doing the pointing yourself. Target mode helps with precise strafing.

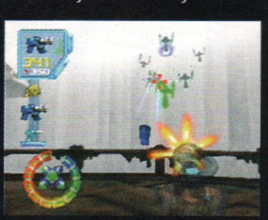
Heads will roll



If you can, aim for the target's melon. As made popular by *GoldenEye*, head shots do a lot more damage, so bear this in mind if you're trying to pick off the big guys. Also, make sure you collect as many severed heads as you can. You never know when they'll come in handy.

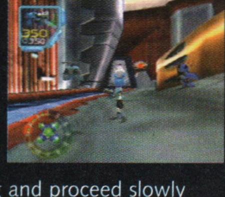
Delving into the unknown

When exploring new areas take it nice and slowly, and switch to manual targeting to make strafing around corners easier (and most importantly to keep the camera behind you). That way you're always prepared, and can see exactly what lies ahead.



Proximity warning

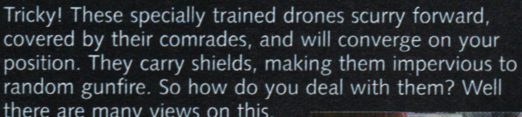
When enemies are nearby, Floyd will switch to red alert (indicated by the red lights on his outer shell) and arrows will appear on the side of the screen, showing in which direction they are coming from. Use this advance warning and proceed slowly into the next area.



Shield Ants



Tricky! These specially trained drones scurry forward, covered by their comrades, and will converge on your position. They carry shields, making them impervious to random gunfire. So how do you deal with them? Well there are many views on this. Some favour charging at the ants, hoping to shoot them from behind as they fall back to a different position. Others prefer waiting for them to run for cover and then hitting them. Generally, we aim to the right of them, in an attempt to hit their gun arm. Try all three styles and if you get desperate a few explosives should do the trick.

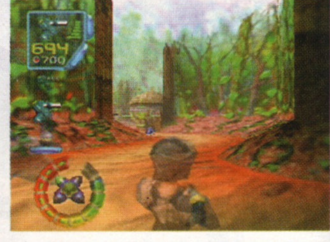




JUNO

MISSION: Outset Goldwood

The village has been besieged by Mizar's forces, and you've got to liberate it. Advanced players will delight in storming right in with guns blazing and heads rolling, but if it's your first outing, be cautious.



1 Kill off the first couple of guards then, without getting too close, try to pick off the lone soldier you can see by one of the huts. This will alert his comrades, so take cover in the bend in the path and use manual targeting to kill the ants charging towards you.



2 Fall back if you have to and *always* wait for your pistol to recharge before jumping out and attacking. Shoot down the sniper and any remaining soldiers before picking up a **CAPACITY CRATE** which will allow you to hold more Pistol ammo.



3 Go across the bridge into the next area, climb the steps and go left. Collect the **RED KEY** from Magnus and go through the Red Key door. You'll immediately come under attack, so strafe left behind the crate and using manual targeting aim for your enemy's head. Fire until he drops, then open the chest for a **MACHINE GUN**.

4 You can now open the door outside the cave by turning your gun on the lock. A few rapid fire shots will suffice.



MISSION: SS Anubis



1 Turn to your right at the start, and in the corner of the docking bay you'll see a stack of crates. Climb up them and unlock the chest for a **PLASMA SHOTGUN**. It's best used on stationary targets as only a fully-charged blast will cause major damage. You'll also find two **CAPACITY CRATES** (for your Pistol and Machine Gun), and a **GEMINI HOLDER** in this room.

2 Near the end of the level you'll come to a large room filled with crates, mines, and a big conveyor belt. Duck behind the crates to avoid the green ants perched higher up and take out all the soldiers on the ground.



3 You need to get to the top of the conveyor belt by jumping on the boxes and avoiding the mines on the ground. There are also flying drones and troops lurking behind crates. Proceed slowly, using all available cover, and shoot the mines from a distance if you need more room. Grab the **GEMINI HOLDER**, stock up on the purple gems to replenish your armour, and smash the glass panels so you can get through the doorway.

4 Switch to target mode and use the C-buttons to walk across the girders. On the left-hand side is a **TOTEM**. Activate it to unlock an extra multiplayer option, then go right into the air vents. To kill the small alien bugs scurrying through here you'll need to point your Pistol down and fire. Fight past them until you come to a chest. Open it to collect the **CLUSTER BOMBS**. You'll also find a stash of **TOKENS**. If you want to take this opportunity to stock up, crawl through the low tunnel into the next room. When you go back again you'll see that all the **TOKENS** have magically reappeared! When you've got Floyd, bring him back here to play one of the many sub games.



5 Head back, ride the conveyor belt down to the life force door and go through to rescue **VELA**. Get aboard your ship and it's off to Tawfret!

Juno's mission continues over the page GO! GO!

KICK INTERGALACTIC BUTT IN JET FORCE GEMINI

GENERAL

Ammo and Health

Two of the most important things in any videogame, if you find yourself short on either try going back through the level to see if any crates have magically reappeared. The enemies won't have, so you'll be quite safe!



Slippy-slidey

Characters often let their momentum carry them too far. So, if you're near a ledge, switch to target mode before backing away without turning. Also, when crossing narrow walkways always switch to target mode to make the journey safer.



Jumping

Here's something you may have missed. If you're in need of a little extra lift when jumping, stand perfectly still and hold down Top-C. Once in the air, push forward on the analogue to catch hold of the ledge and pull yourself up (if it's within reach).



Saving

First off don't save all the time! If you've got to come back to the game you'll be back at the start with all the drones back in place, and if you last saved straight after a hectic battle you're going to be in trouble! Instead, save after picking up Capacity Crates, Gemini Holders, special items, or large stashes of health and ammunition. That way if you do need to take a break you'll start back at the beginning tooled up to the eyeballs!

Trouble with Tribals

Tribals are sometimes hidden behind explosive barrels or next to the kind of big enemy you need to use a rocket launcher on. Avoid using explosives in small spaces and look for tell-tale red stains indicating accidental Tribal offage.



JUNO continued

MISSION: Bog Tawfret

1 Sprint through the swamp, ignoring the drones, and find King Jeff. Ask him for the **TRI ROCKET LAUNCHER** and find out why this once beautiful planet has been transformed into the murky desolate quagmire you see before you.

2 Blow the door off the tomb to your left and go inside for a chest of **GRENADES**. Pick up the **CAPACITY CRATE** (Plasma Shotgun) and blow the door off the nearby tomb for two more **CAPACITY CRATES** (both for the Tri Rocket Launcher).





MISSION: Bridge Tawfret

1 When you get to the large lake you may notice some movement in the water. This is actually a small army of mutants coming out from their bath, hungry for battle. Equip the Plasma Shotgun and run right along the bank. Use fully charged shots to kill the mutants, but don't stop to use manual targeting. You should plough through them easily just by running and shooting. Don't worry about ammo either – the guns that they drop will provide more than enough ammunition for your gun. Go all the way round, maiming every last mutant you see, then make your way to the island in the centre.

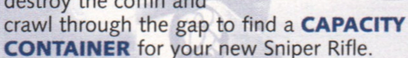




2 Climb up the tree and retrieve the pair of trousers you find. Go through to the next part of the swamp. Grab the **CAPACITY CONTAINER** (Pistol), the **ROBOT COMPONENT** from on the wall in the corner, and speak to Floyd to learn of his terrible fate. Enter the house on the other side of the water and give its occupant his trousers back. He will then give you the **CROWBAR**, which allows you to open trapdoors. Exit and look left for a small passage. Inside you'll find a chest containing the **SNIPER RIFLE**.



3 Leave and get up onto the roof of the house. Go down the chimney and head left. Use your Pistol to destroy the coffin and crawl through the gap to find a **CAPACITY CONTAINER** for your new Sniper Rifle.



4 Blast the next coffins and through the gap you'll find the **REMOTE MINES**, and another **ROBOT COMPONENT**. Crawl back, continue through the attic and turn left to leave. Enter the small tower that Floyd is perched upon by jumping down and destroying the door with your Tri Rocket Launcher. Get the **FLARES** from inside, open the trapdoor and go down deeper. Grab the final **ROBOT COMPONENT**, go back and repair Floyd. Mission accomplished. Then it's on through the castle, to face the boss…

BOSS!



1 The first boss is tough. To avoid his flying bats just walk sideways or jump into the air. His fiery floor attack is dangerous, but a quick, well-timed jump as it gets close will see you right.

2 Equip the Tri Rocket Launcher and aim for one of his fangs. You can only cause damage when he rears up onto his back legs. Once both fangs are broken he'll try to use his antenna.

3 You'll see stars coming from the antenna that's about to fire. Start running towards the pillars to avoid the imminent attack, but remember to open fire on the antenna. Repeat for both.

4 Whip out the Plasma Shotgun and charge it up. The target point is now the boss' body, which will be severely damaged by a few charged shots. Simply jump over his fiery floor attack, and when the electricity begins to build around him quickly move behind one of the stone pillars to avoid the blast.

5 Return fire each time, and keep it up until he finally succumbs. Once you've finished him off, it's straight to Mizar's Palace to await the arrival of your fellow JFG team.





VELA

MISSION: Battlecruiser Sekhnet

1 Get the **GRENADES** from the chest, pick up the **CAPACITY CRATE** (Pistol), and head on through the unlocked door. You need to open both of the lifeforce doors and go through the one on the left.



2 Through the door you'll come across a **GEMINI HOLDER** and a **MACHINE GUN**. Head back and through the other life force door. Machine gun the lock on the door and go through the corridor. Talk to FishFace for the **RED KEY**. Open the chest for the **PLASMA SHOTGUN** and pick up a **CAPACITY CRATE** for your Machine Gun.



3 After the small room with the swarm of aerial drones, use your Pistol to smash the glass floor so you can grab the **CAPACITY CRATE** (Machine Gun) and get the **GREEN KEY** out of the chest.

VELA continued

MISSION: Dune Cerulean

1 Pick up the bar of **GOLD** from the immediate area, and the two **CAPACITY CRATES** (Machine Gun and Pistol). Throw grenades at the shield ants and get out into the open. Head right, kill the ant, and pick up the **GOLD**. Go left, snatch the last piece of **GOLD** from on top of the sewer pipe and go back to the other lifeforce door.



2 Exchange the gold for a **TRI ROCKET LAUNCHER,** and take the **GEMINI HOLDER** lying nearby. Go back to the open area, fight the shield ants, and go through the door. In the cave you'll find a **TOTEM** and a **YELLOW KEY**. Stand in the doorway of the next room and take out the flying drones. This will open the life force door, but don't go through it yet. Instead, go left into the cave and get the **HOMING MISSILES** and the **GEMINI HOLDER**.

3 Open the Green Key grate and take the **CAPACITY CRATE** for your Pistol. Go through the life force door.



MISSION: Military Base Ichor

1 Fight your way past the light infantry and into the base itself. Stay in the first part of the area, and let the shield ants come to you. Use a big jump (stationary, Top-C) to grasp hold and pull yourself up onto higher ground when attempting to shoot down the snipers. Head through the life force door, smash the glass panels to your left and on the other side of the vent you'll find the **CLUSTER BOMBS**. (If you stand on the small Floyd marker and tap A you can play one of the sub games!)



2 One of the puzzles you'll encounter as you venture further into this level is that of the neon-lit platforms, but fret not as it's easier than it might first appear. Firstly drop down to collect the **CAPACITY CRATE** for your Homing Missiles. Now, each of the buttons is colour-coded to its platform, with many having a second switch nearby. Jump on the button to bring the platform across, then jump off to stop it. Simple really. Bring the yellow platform over so you can cross the gap, then decide where you're going. Look to see which button needs to be pressed and do so, enabling you to collect the second **CAPACITY CRATE** (grenades). It's just like the Crystal Maze!

3 If you want your weapons and health topped up (and we're sure that you do) activate the console and use your tokens to pay for any repairs and ammunition. Then you just make your way to the boss.

4 After your exhausting battle you'll come across Lupus. Send him onto the Spawnship, get on board your own ship and leave.

OIL CAN ALLEY



The first of many sub games, your objective here is to collect at least 15 oil cans and finish the course within the allotted time, with different medals being awarded for how well you do. We finished the course in 52.45 seconds with 41 oil cans and were awarded an Arcade Chip, containing a racing game. Although we must admit it took us a few tries to acquire this!

BOSS!

1 After Juno's encounter this boss is surprisingly easy! Throughout the battle he'll drop explosive grubs from above. When he spreads his arms out the grubs will drop on you, so always keep to the side so you can step away from the bugs before they explode.

2 Target his claws with your Plasma Shotgun (they have small stars coming from them just before they attack), and wait for them to move down, then up higher above him. You've only got a moment to fire and step away from the blast.

3 Once both claws are taken off, strafe to avoid the explosive grubs and target the fleshy part of his body not protected by his shell (his shoulders, behind his machine guns).

4 Fire the Tri Rocket Launcher when he turns to the side, then move sideways to avoid his gunfire.

5 With his shell gone he'll take to the air in a last ditch effort to halt your progress. Keep strafing the grubs and gunfire, shooting a volley of Tri Rockets at him to finish the job. Nice and easy.



6 Watch the cut scene to find out what happens to Vela and Lupus, then go on to your ship.

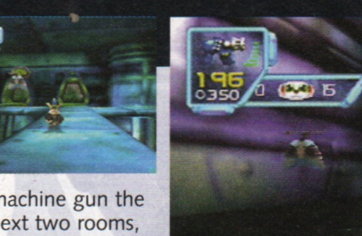
LUPUS

MISSION: Troop Carrier Spawnship

1 Take the **PLASMA SHOTGUN** and **MACHINE GUN** from the two chests, collect the **GEMINI HOLDER** and travel up the lift to find two **BACKPACKS** (Pistol and Machine Gun).

2 Go through the doorway. Run across the girders, kill the ants, and open the life force door. In the next room you'll find the **RED KEY** guarded by a drone, but his shots can be strafed quite easily.

3 Go back out, through the adjacent door (so you end up on the other path) and machine gun the drones. Run across the pipes in the next two rooms, and drop down to kill the ant who is in the middle of executing his Tribal captives. Get up and go through the pipes that the green drones are hiding in to find the **SNIPER RIFLE** and a **YELLOW KEY**.





GO! GO!

LUPUS continued

MISSION: Bluff Rith Essa

1 Collect the **CAPACITY CRATE** (Machine Gun) from the area you arrive in. Climb up the rockface and hover over to the **GEMINI HOLDER** and the **BACKPACK** (Pistol). Behind the waterfall you'll find a cave which contains **HOMING MISSILES**. Now just scale the rest of the mountain to finish off the level.

2 Open the chest in the scenic area for a **TRI ROCKET LAUNCHER**. Cross the water and walk up the wooden steps, through the door. Collect the **CLUSTER BOMBS** from the chest and the **GEMINI HOLDER** from on top of the kennel. Go back and through the tunnel to reach Interior and your ship.





MISSION: Approach Eschebone






1 Look for a small rock to the right of the opening walkway which houses a chest full of **GRENADES**. Stand behind the orange box of grenades and as the tongue comes down aim a grenade at its mouth. You have to throw it high enough but the angle needs to be shallow enough for it to get across the gap. Try aiming for the centre, and time your throw just right. Should you run out of grenades there's always another box to stock up on.

MISSION: Thorax Eschebone



1 After much battling you'll find yourself crossing a narrow rocky ledge high above an area you've already passed through. Carry on, through the tunnel, and pick up the **GEMINI HOLDER**. In the next chamber take out the drones guarding the **MAGENTA KEY**, and go through the life force door to play another Floyd sub-game. Once you've finished open the magenta door in the previous room, then go left through the doors and stock up on items. Can you guess what's about to happen?




BOSS!

1 Not one boss, but two! One of them will jump down onto the rock in front of you, and this is the one to concentrate your firepower on. Its first form of attack will be to fire a few rounds from its gun-mounted arm. When it tries to shoot you blast it with a Tri Rocket. Two direct shots should be enough, but if you're having difficulty aiming then switch weapons – you need to save a few rockets for later on.



2 Keep strafing whilst doing this, and when it jumps onto the rocks to the side of the playing field, sidestep to the safety of the small bunker. Once its arm is destroyed, target its other arm. One Tri Rocket shot will be enough to cripple it, but you can only do it damage when it's raised in the air above its head.

3 The next attack will come from their tails. Switch to your Machine Gun and wait for the boss on the rock to duck its head and point its tail forward. Shoot and strafe, and when it hops up onto one of the rocks to the side, switch to the Pistol and continue to attack its tail (the Pistol is more accurate and you will save on ammunition). Repeat for its partner.

4 The final assault will be to spit out a volley of rocks, which cause a *lot* of damage. What makes the situation worse is that they BOTH spit rocks at you! Wait just to the left or right of centre, and switch to Homing Missiles. As its head goes back, launch a missile at it and start to walk sideways to avoid the rocks. Now walk back the other way, jumping once, so as to confuse the second enemy up on the rocks. Just a couple of missiles to the head will finish off these two, then return to stock up on items before heading to your ship. Next stop, Mizar's Palace…





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hit like Tiger Woods in MARIO GOLF

N64 STAR GAME

Thrash the opposition! Earn those characters! Impress the Princess!

by Martin kitts

WHAT WE SAID



We reviewed the PAL version of *Mario Golf* in **N64**/34 and this is what we concluded:

"The best golf game you can buy, and Mazza's finest outing since he last strapped himself into his kart."



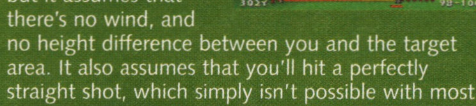
Ever since we got our hands on the Japanese version in issue 31, we've found more and more subtle pieces of gameplay in *Mario Golf*. As a sports game, it's up there with the likes of *ISS*, and it's such a superbly designed piece of software that you can play it just about any way you like.

But because there's so much to do and so many ways of doing it, starting out can be daunting. All those courses, characters and game modes add up to a mighty challenge, but we're here to help.

We've scoured every last inch of the office for golfing gameplay advice, and although you won't find any sneaky cheats built into *Mario Golf* (it's a Nintendo game after all), you might find the collective wisdom of **N64**'s amateur hackers comes in handy for knocking a shot or two off your handicap. Fore!

PLAYING WITH THE BIG BOYS

The aiming grid shows where the ball is likely to end up, but it assumes that there's no wind, and no height difference between you and the target area. It also assumes that you'll hit a perfectly straight shot, which simply isn't possible with most of the characters. If you're using a player with a big fade or draw, the ball will curl towards the white line rather than the grid. To compensate, switch to Jump mode and position the grid over the target area to get an idea of the distance involved. Then switch back to the player view and turn so that the white line is pointing where the grid used to be. Make adjustments for the weather conditions and let rip!.







POWER







Height

As a general rule of thumb, switch to the next club for every ten yards of height difference between you and your target area – if the target is above you, select the next more powerful club, and if it's below you, go for something weaker.

Wind

If the wind is against you, you'll need a bigger club for every 7m on the Boo meter. If it's blowing from behind you, make sure that you allow plenty of room for the ball to carry – a full-strength breeze can add 50 yards to a big drive.

Rain

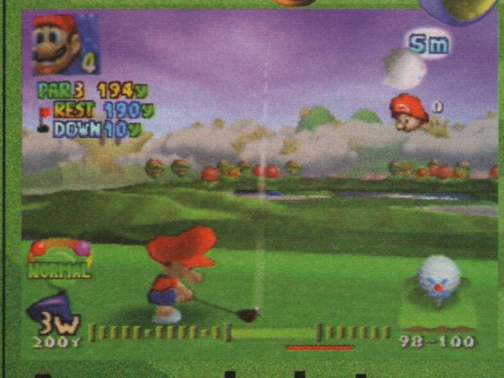
Shots from the fairway need a bigger club (or possibly two) because the ball will stop dead on a soggy surface, but the rain's most dramatic effect is on your putting. Allow an extra 20-30% of power to compensate.

SPIN









Rough/bunker

In rough or sand, aim to hit the ball right at the bottom to lift it out. A deeply lofted club is essential – anything less than a 7-iron won't work, and don't forget to use full power, as you'll be lucky to get half your normal distance.

Fairway shots

In general, don't bother putting spin on the ball unless you really need to curl it around an obstacle. Hitting the ball on one side will make it curl towards the other, but rarely with enough force to counteract the effect of the wind.

Approach shots

When you're aiming to land your ball on the green, hit the ball towards the bottom to apply plenty of backspin. Then if you've positioned your aiming grid slightly beyond the pin, the ball will hold up and shouldn't roll too far past it.

GETTING ROUGH

When you're stuck in the deep rough at the edge of the green, don't be tempted to break out the putter – you'll be lucky if you get the ball to move more than a couple of feet, even if you give it a full 200ft wallop. You've got two better options to help you salvage a par:

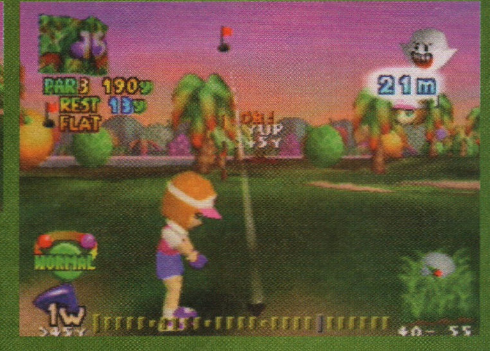






1 Use the pitching wedge
Hit the ball with at least twice as much power as you think you need, and put maximum backspin on it. Press B before you take the shot to switch the approach grid on, and you might be able to get a lucky roll towards the pin.

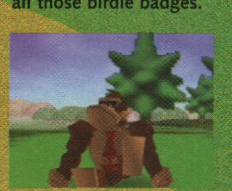
2 Use the driver
The flat face of the 1-wood is perfect for punching the ball through the long grass. You won't be able to judge the distance as well as you can with a wedge, but the ball won't bounce past the hole, so it's a more accurate technique. Use the bare minimum of power and make sure you land the slider right on the red dot when it returns.





LEGIT KONG
To get Kong for real so that you can use him whenever you like, you'll have to earn 30 stars in Ring Shot mode. To get Maple, earn 50 birdie badges in the tournament mode, to get Metal Mario, earn 108 birdie badges. To get Bowser, play the Get Character mode right through to the end.

SAVE PROGRESS
If you make a mess of your shot in tournament mode, just select save and quit. When you continue, it'll be from the tee of the last hole you were on. It's a surefire way of getting all those birdie badges.



SHOT HEIGHT

Five of the characters (Luigi, Kong, Plum, Charlie and Wario) hit their shots much lower than the others, giving them an advantage in high winds. You'll find that the ball travels closer to its intended line in a moderate breeze, and doesn't lose as much distance against a headwind. The rest of the characters put more height on the ball, so they're able to clear trees and obstacles that the low hitters sometimes struggle with.





RING SHOT

It looks incredibly tricky, but the rings have been placed with the greatest of care to ensure that you can actually complete each hole in par, even if you're forced to rely on a single long putt.

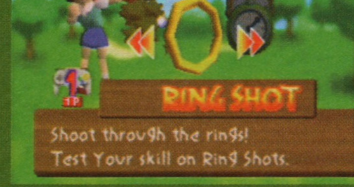
1 Take a good look at the overhead map and plan your journey to the green
Don't bother trying to come in under par.

2 Use a suitable character
If the hole has some awkward low rings, pick a low-hitting character such as Luigi, Kong or Wario. If the rings are placed high in the air, use someone like Mario or Maple.

3 Don't settle for bad weather conditions
If you get too much wind or rain, hole out and try again until the conditions are more to your liking.

4 Use left and right spin to curl the ball through offset groups of rings

5 The secret is persistence, so keep trying
Thirty stars earns you the mighty Kong, and it's well worth the effort. You'll get there in the end.







ARE YOU THE BEST? SCORES WANTED!



Mario Golf is as ripe for an I'm the Best challenge as any game has ever been. For starters, we reckon a nice bit of time trial action will be the ideal way to kick off a new league. Hack your way around each of the six courses as quickly as you can and send the pictures or videos of your times to I'm the Best at the usual address. To help you get started, here are a few speed golf pointers:

1 Take your time. It's all too tempting to just aim in the general direction of the hole and start hacking away, but the clock is ticking at all times and every shot you waste uses up precious seconds. Go at a modest pace and come in under par.

2 Use Maple, if you're comfortable with her. She has the best combination of accuracy and power.

3 Hold Z when the ball is rolling. This speeds up the animation and saves you a few seconds over the course of a round.

4 Good luck. Send us your times and you could be the first to top our shiny new *Mario Golf* league in a couple of months!









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N64
MAGAZINE

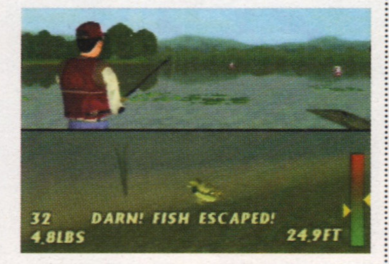


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In-Fisherman Bass Hunter 64



OPEN ALL LAKES
Enter ALLDLAKES as a cheat code.

BIG HEADS
Enter HEADADBIGA as a cheat code to give the fishermen giant noggins.

FISH STATS
Enter WHEREDFISH as a cheat code to view details on nearby fish.

AUTOMATIC REEL
Enter SUPERSTRING as a cheat code, then disconnect the controller as soon as you've hooked a fish.

FRISKY FISH
Enter HAPPYFISH as a cheat code to make the fish bite more often.

EASIER CATCHES
Enter SUPERLURE as a cheat code.

BIGGER FISH
Enter MONDOFISH as a cheat code.



IMPROVED FISH RADAR
Enter FISHMAN as a cheat code.

FASTER BOAT
Enter HYPERBOAT as a cheat code.

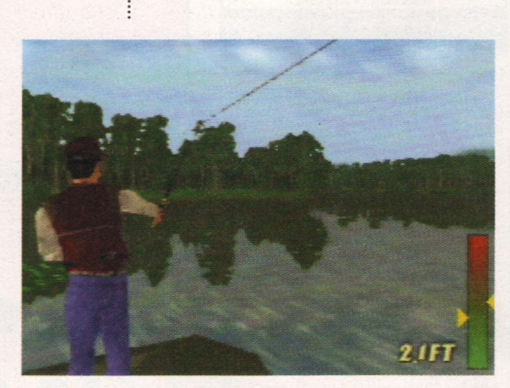
MORE MONEY
Enter ALLDCASH as a cheat code.

WIN TOURNAMENTS AUTOMATICALLY
Enter IWINIWIN as a cheat code.

UNBREAKABLE LINE
Enter SUPERSTRING as a cheat code.



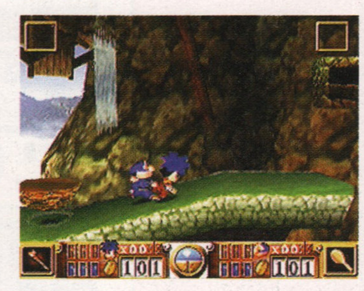
BATHTUB BOAT
Enter RUBADUBDUB as a cheat code.



Mystical Ninja 2



FOUR-PLAYER MODE
Connect four controllers to your N64, start a one or two-player game and find at least 44 hands. Then hold down Right-C and Start on the third and fourth controllers to play with up to four players.



ALTERNATE COSTUMES
With four-player mode activated, entering the Prediction House will allow you to change the characters' appearance.



RA

Want extra mileage out of a game you finished ages ago? Or maybe you're stuck? Well, here's four pages of cheats, tips and Action Replay codes, then. Enjoy!

The New Tetris



COMPUTER BLOCKS FALL FASTER
Select a single-player game, then enter 'AI2EZ4U' as your player name. It's pronounced 'AI too easy for you', see.

PLAYER BLOCKS FALL FASTER
Select a single-player game and type in '2FAST4U' as the player name.



PSYCHEDELIC DISPLAY
Go to the options menu and set the music to 'Haluci' and the music mode to 'Choose'. Start a one-player game, enter your name as 'HALUCI', then move the cursor to 'One Player' and type in 'HALUCI'. Finally, to see the result, use the D-pad and A to select 'OK'.

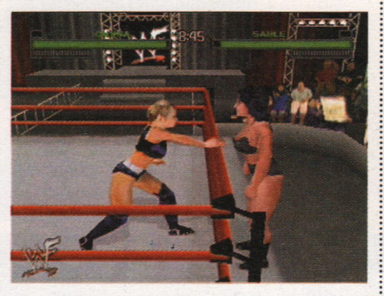


WWF Attitude



SELECT RANDOM WRESTLER
When it comes to selecting your wrestler, press R once and the CPU will choose a fighter for you randomly.

THROW OPPONENT
If your opponent is stunned and wavering on their feet in a Royal Rumble or Battle Royal match, press Left, Left, Block or Right, Right, Block to pick them up, then walk over to the ropes and press Tie-Up.





TAUNT
Hold the Kick and Tie-Up buttons, then press Up, Left, Down or Right on the D-pad.

Classic tip F-Zero X

Nintendo have just re-released *F-Zero X* on the Player's Choice budget range, so here are a few codes to help you get the most from this frighteningly fast racing game.

● **SHRINK CARS**
On the car select screen, hold L and R and press Left-C, Bottom-C.

● **CHANGE CAR COLOURS**
On the car customisation screen, press R to change your vehicle's colour.

● **UNLOCK EVERYTHING**
At the mode select screen, press L, Z, R, Top-C, Bottom-C, Left-C, Right-C and Start to unlock all cars, tracks and difficulties.









ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...

GOLDENEYE

USE N64 CONTROLLER AS A WEAPON

Scroll to the weapon you want to use on the watch menu, press A, then tap A twice on the 'Screen' option. This only works on the Archive, Caverns, Cradle and Egyptian levels.

- 800B476C FFFF



CHANGE BOND'S HEAD IN MULTIPLAYER

- 810266EF 00XX

Replace XX with:

33 = Dr Doak
38 = Male red-eyed smile
39 = David Letterman
3A = Conan O'Brien
3B = Tom Cruise
45 = Mishkin
4A = Brosnan 1
4B = Brosnan 2
4C = Brosnan 3
4D = Siberian Bond

CHANGE BOND'S COSTUME IN MULTIPLAYER

- 819266ED 00XX

Replace XX with:

04: Janus Special Forces
0B: Xenia
0F: Oddjob
14: Naval officer
16: Bunker Bond
17: Archives/Streets Bond
18: Jungle Bond
19: Siberian Bond
29: Invisible
4F: Jungle Natalya

Christopher Davies, Surrey

COMMAND & CONQUER

INFINITE MONEY

- 800C55B3 0086

Steven Bond, Kent

GOLDENEYE

MOVE AROUND DURING CUT-SCENES

- 800319EB 0001

CYBORG VISUALS

- 8001FBBD FFFF

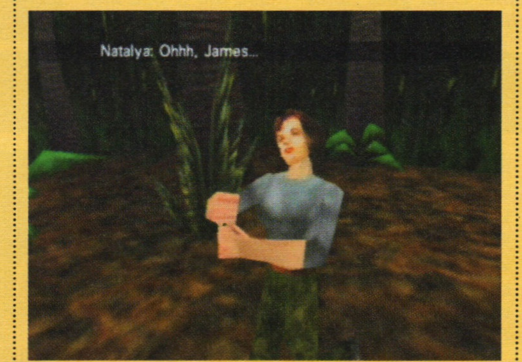
GLASS VISUALS

- 8001FBCD FFFF

LOW-RES VISUALS

- 8001FBAE FFFF





LOW DETAIL VISUALS

- 8001F80B FFFF

Steven Burrows, West Midlands

GOLDENEYE

NIGHT MODE

- 8001FAE2 006C

HEADACHE MODE

- 8001FAF4 00E9

David Noble, Belfast

BANJO-KAZOOIE

This code allows you to grab the ice key and all four secret eggs, but you'll need to have beaten Grunty and collected all 100 jiggies first.
Enter these two codes:

- D0285734 0008
- 8037DB37 0040

Watch the game's end sequence until Mumbo shows you Treasure Trove Cove, then press up on the D-pad as you see Banjo arrive at the top of the platform. Wait until the Treasure Trove sequence has finished, then turn off the N64. Now turn off the two earlier codes and enter this one:

- 803841A0 0000

Now you can collect:

1. The Ice Key from Wozza's Cave in Freezeezy Peak.
2. The Blue Egg from the secret door in Gobi's Valley.
3. The Cyan Egg from the X barrel in the cellar of Mad Monster Mansion.
4. The Yellow Egg from Squirrel's house in Winter of Click Clock Wood.
5. The Green Egg from on top of Loggo the toilet in Mad Monster Mansion.
6. The Red Egg from the window at the front of Rusty Bucket Bay's Ship.

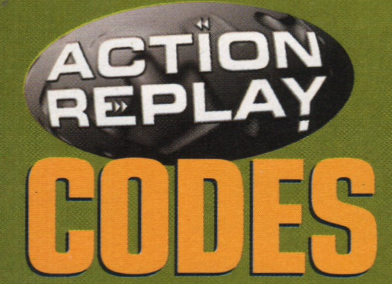
Al Pierce, via e-mail



All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel** on **01785 810800.**

YOUR ACTION REPLAY CODES





Send to: Action Replay codes, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name............

Address............

....

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Postcode............

READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (01204 700139) and an exclusive **N64** pin badge.

Cheat of the month

1 Star Wars Episode 1: Racer
Here's how to beat all your lap records. Start a two-player race, race two laps as player two, then begin racing as player one. You'll get a *huge* boost on your second lap.
David Wells, Cumbria



2 Silicon Valley
On the first level, push the wooden box underneath the wall-mounted speaker, jump onto the speaker, then bark and jump to leap into 'space'. Run clockwise, then drop left as you approach the waterfall to find a strange new world.
James Davey, Ipswich

3 GoldenEye
Fancy a scare? Stand



on the bungee platform on the first level, look straight down, then very slowly edge yourself off the platform into thin air. Aargh!
David Bowen, Doncaster



4 Beetle Adventure Racing
Press the 'L' button when the 'Go!' message disappears at the start of every race, and you'll shoot forward at





40mph. You can also use L to get back on the track if you spin or crash.
Gavine Morton, Fife

5 ISS '98
On the scoresheets and player edit screens, hold Top-C and press R to rotate the head of the chosen player at will. It's a bit like The Exorcist.
Steven Astley, Wigan

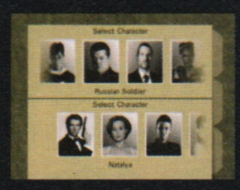
6 Mario Kart 64
If you've taken a giant lead in a three or



four-player versus game, reverse over the finishing line. You'll sneakily rack up two wins instead of just the one!
Colin Sales, Bishopton

7 Zelda
As child Link, walk over to a bean-sprout and play the Song of Storms on top of it. It will rise up in the air and produce three floating red fairies just for you.
Daniel Moss, Southampton

8 GoldenEye
To make sure you always get your favourite deathmatch character, tap Right-C as you hold the analogue right



on the character select screen – the names will scroll by quicker.
David Clack, Kent

9 Star Wars Episode 1: Racer
When repairing, don't continuously hold down



R. Press the button until 'Repair' appears, then let go and repeat. You'll slow down far less than you would by holding the button down.
Rob Spokes, Gwent

10 Zelda
Once you've found Ruto in Jabu Jabu's belly, you can use her as a weapon. Use Z-targeting and throw her at the bad



guys. This will save ammo and avoid you having to get too near to the jellyfish.
Ravinder Gahir, Essex

11 S.C.A.R.S.
Go to the passwords screen from



the option menu and enter WLLYDD. You'll grab yourself all the cars and all the levels.
James Bath, Dorset

12 Zelda
After you've been through the market and sneaked past the castle guards, shoot the unlit torches next to the drawbridge to reveal hidden goodies.
Michael Clemson, Bolton

13 Star Wars Episode 1: Racer



When you're racing through one of the anti-gravity tunnels (such as the one on Odus IV), hold down Left-C or Right-C to spin around the sides – just like F-Zero!
Richard Delany, Hampshire



14 South Park
If you find a Sniper Chicken wandering around, shoot it once with a snowball before picking it up – the bird will squawk and lay a box of egg ammo.
Christopher Marshall, Rutland

15 F-Zero X
If you're playing a cup on the Master setting and running out of lives, start a race and concentrate on killing the stragglers at the back. You'll then be able to retry with a bundle of extra lives.
Sean Cooney, Co. Cork



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name...

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Postcode...

Here's my top tip

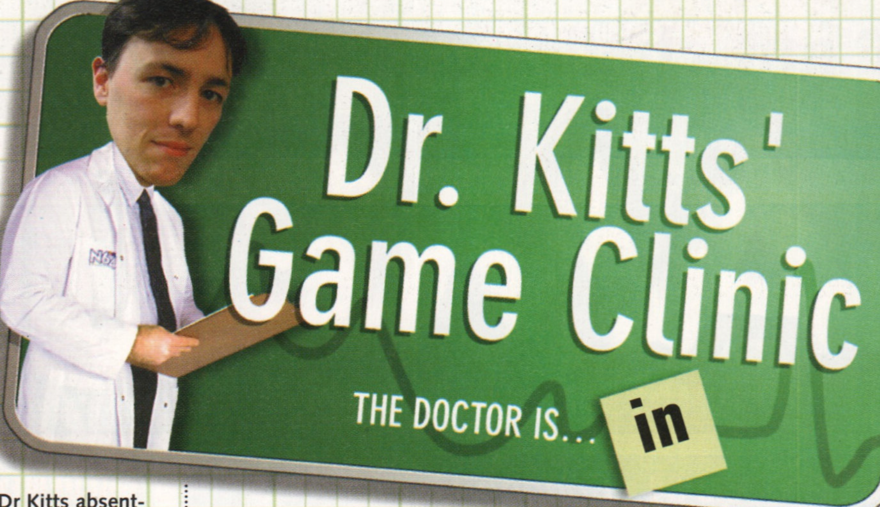
It's for [game name]:

And I've found that if you:



Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Game-related rash proving a problem? Let Dr Kitts rub in the cream.



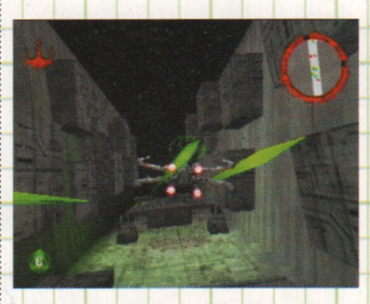


Dr Kitts,
I'm stuck on the 6th star of Tiny-Huge Island on *Super Mario 64*. The game is telling me to 'Make Wriggler Squirm', but I don't understand what it means. Haylp!
Aidan Musgrave, Macquarie

Narrowing his eyes, Dr Kitts mumbles something about 'going private':
You need to pay closer attention to the level layout, Aidan. Take Mario to Huge Island, climb to the top of the mountain and butt-stomp the small pool of water. Then, on Tiny Island, clamber up to the mountain's peak again and drop down the hole to meet Wriggler. Smack him in the head three times to make him squirm. Simple!

Dr Kitts,
Star Wars: Rogue Squadron, doctor. I just can't seem to get a gold medal on the Death Star Trench Run. Could you possibly help me out?
Tony Baker, Essex

Dr Kitts absent-mindedly sips from a cupful of sputum:
Certainly, Tony. You'll need to complete this mission with 30 enemies destroyed, an accuracy of 70%, and a time under 2'45" – so you're going to have to blow apart laser turrets like a man possessed. Use missiles for the tower-top lasers, and don't bother with the passing TIE-Fighters –



they're too quick to take down. Have a few missiles handy for the clusters of turrets at the end, and slow down to destroy them all. How's that?

Dr Kitts,
Oh, doctor, please help. No matter how many times I complete Sector Y in *Lylat Wars*, I always end up

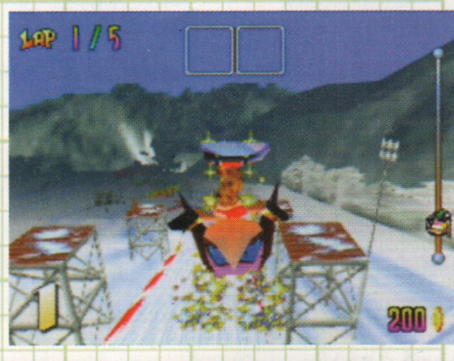


travelling to Katina. How do I get to go the other way? Please help!
Vincent McLeod, Wiltshire

Dr Kitts twirls his little finger inside his left ear:
You do seem to be having trouble, Vincent. Here, for all those in a similar pickle, are the requirements for the alternative routes.
Corneria: *Save Falco and fly under all the arches.*
Meteo: *Use L/R+Z to fly through the blue gates.*
Fortuna: *Destroy Starwolf before the bomb explodes.*
Sector X: *Finish off the boss before Slippy is hit.*
Katina: *Blow apart the mothership before time runs out.*
Macbeth: *Shoot the eight numbered switches.*
Sector Y: *Gain at least 100 hit points.*
Zoness: *Destroy all searchlights before they spot you.*
Sector Z: *Hammer the three missiles.*

Dr Kitts,
On *Snowboard Kids*, how do I get Special Board 2? I've got Special Boards 1 and 3, but I'm not even sure how I got those. I need a hefty dose of your patented help!
Ross Thorne, Bournemouth

Chuckling slightly, Dr Kitts looks suddenly human:
Happy to help, Ross, happy to help. Special Board 2 (the Feather Board) is available once you've earned 2500 points in Animal Land. As for the other two, Special 1 is unlocked when you defeat Sinobin, and Special 2 is yours once you've got hold of all nine Free Style, All Around and Alpine boards.



Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send

Good afternoon Doctor...



I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

..............................Postcode ....

Eight challenges to test the best.

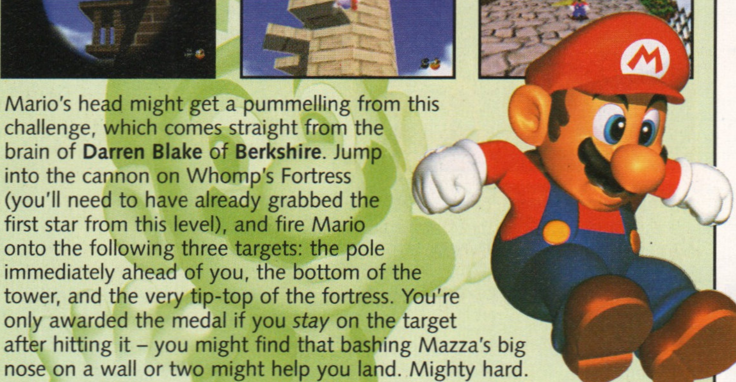
GAME ON

What do you do with your N64 games after you've completed them? If you're like us, you probably re-insert them back in their rubbishy cardboard box, shove them in the nearest cupboard and leave them to rot.

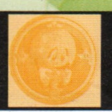
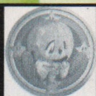
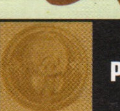
It's not a pleasant way for an N64 game to die, which is why we feature a meaty selection of game-invigorating challenges every issue. They're not just boring tasks, either, because they're set by the best gamesplayers in the country – *you*. This month's are as tricky as usual, but with practice a glittering Gold medal should be possible in all of them.

SUPER MARIO 64 Cannon Fodder

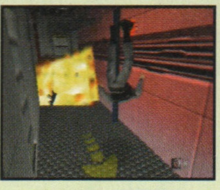




Mario's head might get a pummelling from this challenge, which comes straight from the brain of **Darren Blake** of **Berkshire**. Jump into the cannon on Whomp's Fortress (you'll need to have already grabbed the first star from this level), and fire Mario onto the following three targets: the pole immediately ahead of you, the bottom of the tower, and the very tip-top of the fortress. You're only awarded the medal if you *stay* on the target after hitting it – you might find that bashing Mazza's big nose on a wall or two might help you land. Mighty hard.

TARGET  TOWER TOP  TOWER BASE  POLE

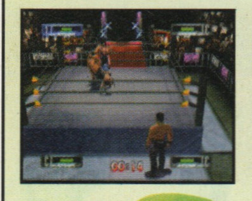
GOLDENEYE 007 Gormless Guards

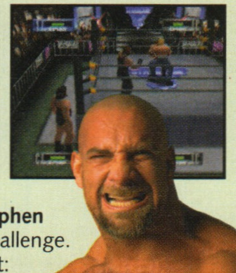



This twisted challenge is the work of **David Clack** from **Kent**. First, activate the invisibility, all weapons and all ammo cheats. Send Bond to the frigate level and guide him up the nearest set of stairs, through the door and right into the corridor. Here's the nasty bit – drop a remote mine behind the guard at the end of the corridor, detonate, and watch the man fly. The aim is to make the unwitting guard travel as far as possible, courtesy of Remote Mine Airlines. Use the arrow on the floor as a distance marker.

DISTANCE  CLEARED  MIDDLE  NEAREST EDGE

WCW/NWO REVENGE Triple Treat





Bored with *Revenge's* multiplayer? Then thank **Stephen Adams** of **Dundee**, for this brilliant three-player challenge. Plug four joypads into the N64, turn the 'Ring Out: Lose' option off and select Battle Royal, with four human players and four entrants. When the match starts, grab the fourth controller and walk the fourth leotard boy out of the ring. Then it's a fight to be first to score a pinfall, submission or TKO on the zombie-like player four. Medals are awarded if you manage it within the following times...

SCORE  10  15  20

PILOTWINGS 64 Mecca Hawk Mayhem





Respect due to **Raoul Smids** of **Belgium** for sending in a challenge for this brilliant, but oft-ignored, Paradigm game. Head to Class B and choose the Meca Hawk gyrocopter challenge, then proceed to fill the Hawkster with lead as normal. After you've stuck a total of five bullets in his metallic hide, he'll start jigging about and screaming – but before he snuffs it, see how many extra shots you can get in. Careful aim is a necessity – as Raoul admits, scoring several hits in a row ain't easy.

EXTRA SHOTS  9  6  3

ISS '98 — *Vinnie Jones*






Thanks to **Sam Fenwick** of **Greenacre** for this. The aim of the challenge is quite simple: brutally maim as many of the opposition players as possible. Turn fouls on and yellow cards off, then play seven minutes each way against the computer with any teams and difficulty level you fancy – although we recommend giving the CPU a snail-paced side. Score five points for every wounding (where the opposition player rolls around in pain, then gallantly stands up again), and ten points for every player who's stretchered off as a result of your foul leg-work. Get hacking!

POINTS  40  30 20

F1 WORLD GRAND PRIX — *Car-nage*





Monaco's Monte Carlo circuit is incredibly tough to master, so here's a new way to play it from **Barney Howes** in **Essex**. Switch the pit lane off and the damage meter on before you begin, and ensure that the starting grid is full with cars. Zoom through the green light, then time how long it takes to knock all the opposition cars off the circuit, without writing off your own precious vehicle. The best tactic is holding the race up, then ramming your behind into the crawling enemy motors. You haven't got long, so don't hang around.

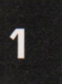
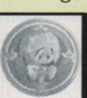
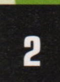
TIME (MINUTES)  10  20  30

GOLDENEYE 007 — *Tag Tournament*





According to **Russell Francis** of **Shrivenham**, there's no limit to the fun you can have with *GoldenEye* – and he's sent in this multiplayer variation on playground classic 'Tag' to prove it. Set the scenario to normal, the weapons to 'Slappers Only!' and the time to ten minutes, then start a deathmatch on the Facility level. You're 'It', until you successfully 'tag' another player by slapping them – they're then 'It' until they manage to do the same. Your score is based on how many times you're tagged. Oh, and hiding in the toilets is banned outright.

TAGS   1   2  3

DIDDY KONG RACING — *Overhead Lamps*





Here's a new way to play *Diddy Kong*'s Star City track, from someone whose details we've gone and lost – if it was you, write in and we'll send you your badge. There are two rows of lamp-posts at the end of Star City – use the plane to weave in and out of them. Start the clock as you pass between the first pair of posts, then time how long it takes to negotiate the entire 'course'. The plane isn't easy to control, so this has *gotta* hurt.

TIME (SECONDS)  15  30  60

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? Perhaps you've discovered a cool area for acrobatics in *Mario 64*, an original new way to play *GoldenEye* deathmatches, or a few time challenges in *Zelda*. If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals. We'll print the best ones right here, and you'll get a highly prized **N64** pin badge for your troubles. Not bad, hmm?
Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

I'M THE BEST

Test your mettle against the best in the world's toughest gaming league...

Woah, as our American chums are prone to saying. We've had stacks of I'm The Best to get our laughing gear round this month, including some hugely impressive *Episode 1* times.

We're also still eagerly awaiting your minutes and seconds for Midway's awesome *World Driver Championship*. We were playing the little beaut again this month and reckon there's plenty of scope for I'm The Best-ing, not least on the superb Sydney and New Zealand courses.

Anyway, enough chat and on with the compo – if you reckon you can compete, send it your times right away!

New League

MARIO GOLF

We want your times for the following courses.

- Toad Highlands
- Koopa Park
- Shy Guy Desert
- Yoshi's Island
- Boo Valley
- Mario's Star

Choose the Speed Golf option and you'll get a Time Trial at the end.



STAR PERFORMANCE



This month's star performance cheque-book and pen goes to Daniel Carlsson from Sweden for his lip-quiveringly fast *Diddy Kong Racing* times. His clocking in on both Haunted Woods and Treasure Caves was exceptional, shaving vital seconds off last issue's times. A gleaming new joypad from Interact (01204 700139) is being delivered to his house at this very moment by a postman in salopettes.

And don't forget, if you think your times are a bit special, send them in to I'm the Best, clearly marking your envelope 'Star Performance'.

NEW HIGH SCORE!

Strewth! Back in N64/33, we asked for your super-fast times on *Wipeout*'s Sokana track. At the time of asking, Anthony Kay from Macclesfield held the record with a mighty 0:36.2. And no one seems to be able to beat him. So, well done to Anthony – unfortunately we've lost your address, but if you get in touch a joypad will soon be winging its way towards your front door.

THIS MONTH'S TIME TO BEAT



We love *Mario Golf*. Martin loves it so much he spent absolutely hours compiling the tips on page 92. So cast your beadies over them and then have a go at beating 15 minutes on Toad Highlands. Remember, choose the Speed Golf option and you'll get a time trial at the end. As usual the winner gets an Interact joypad (01204 700139).

F1 World Grand Prix



UK (PAL) TIMES ONLY (No secret cars)

SAN MARINO		
1	1'04"32	Christopher Gregory, *Nelson*
2	1'04"36	Jack McCarthy, *Dublin*
3	1'05"33	Tony Dunster, *London*
4	1'05"60	Kristoffer Thorbjornsen, *Fife*
5	1'05"90	Joachim Clauwers, *Belgium*
SPAIN		
1	1'02"91	Christopher Gregory, *Nelson*
2	1'04"30	Jack McCarthy, *Dublin*
3	1'04"37	Joachim Clauwers, *Belgium*
4	1'05"44	Hedley Gabriel, *Essex*
5	1'05"78	Kristoffer Thorbjornsen, *Fife*
CANADA		
1	0'55"93	Joachim Clauwers, *Belgium*
2	0'56"69	Jack McCarthy, *Dublin*
3	0'56"79	Anders Ringdal, *Norway*
4	0'58"33	Kristoffer Thorbjornsen, *Fife*
5	0'58"79	Christopher Gregory, *Nelson*
HUNGARY		
1	1'00"85	James Hegarty, *Belfast*
2	1'00"88	Joachim Clauwers, *Belgium*
3	1'02"04	Jack McCarthy, *Dublin*
4	1'02"44	Kristoffer Thorbjornsen, *Fife*
5	1'03"34	Anders Ringdal, *Norway*
BELGIUM		
1	1'22"08	Jack McCarthy, *Dublin*
2	1'22"26	Hedley Gabriel, *Essex*
3	1'22"80	Joachim Clauwers, *Belgium*
4	1'23"88	Anders Ringdal, *Norway*
5	1'24"66	Kristoffer Thorbjornsen, *Fife*
AUSTRIA		
1	0'53"29	Joachim Clauwers, *Belgium*
2	0'54"12	Jack McCarthy, *Dublin*
3	0'54"97	Anders Ringdal, *Norway*
4	0'55"49	Kristoffer Thorbjornsen, *Fife*
5	0'55"68	James Hegarty, *Belfast*

F1 WGP 2



UK (PAL) TIMES ONLY (No secret cars)

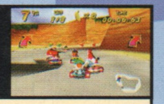
AUSTRALIA		
1	1'06"41	Robert Watkin, *London*
2	1'08"26	James Hegarty, *Belfast*
3	1'09"12	Chris Pearson, *Skipton*
4	1'09"54	Stuart Black, *Middlesex*
5	1'09"76	Tom White, *West Sussex*
MONACO		
1	1'07"07	Chris Pearson, *Skipton*
2	1'10"01	James Hegarty, *Belfast*
3	1'11"57	Robert Watkin, *London*
4	1'16"01	Dane Lane, *Notts*
5	1'22"13	Craig Smith, *Bury*
SPAIN		
1	1'08"40	Chris Pearson, *Skipton*
2	1'10"01	Robert Watkin, *London*
3	1'11"57	James Hegarty, *Belfast*
4	1'24"23	Craig Smith, *Bury*
5	0'00"00	Your times could be here!!
BELGIUM		
1	1'28"07	Chris Pearson, *Skipton*
2	1'30"63	Robert Watkin, *London*
3	1'31"35	Craig Smith, *Bury*
4	1'31"43	James Hegarty, *Belfast*
5	0'00"00	Your times could be here!!
JAPAN		
1	1'16"85	Chris Pearson, *Skipton*
2	1'19"37	Robert Watkin, *London*
3	1'23"09	James Hegarty, *Belfast*
4	1'37"43	Craig Smith, *Bury*
5	0'00"00	Your times could be here!!
BRITAIN		
1	1'05"99	Chris Pearson, *Skipton*
2	1'06"76	James Hegarty, *Belfast*
3	1'06"83	Robert Watkin, *London*
4	1'27"23	Craig Smith, *Bury*
5	0'00"00	Your times could be here!!
BRAZIL		
1	1'01"37	Chris Pearson, *Skipton*
2	1'02"39	James Hegarty, *Belfast*
3	1'03"89	Robert Watkin, *London*
4	1'15"17	Craig Smith, *Bury*
5	0'00"00	Your times could be here!!
FRANCE		
1	1'01"01	Chris Pearson, *Skipton*
2	1'02"46	James Hegarty, *Belfast*
3	1'03"41	Robert Watkin, *London*
4	1'16"19	Craig Smith, *Bury*
5	0'00"00	Your times could be here!!

Episode 1



BOONTA TRAINING COURSE		
1	0:31.529	Sean Keating, *Cumbria*
2	0:33.966	Luke Oswin, *Leicester*
3	0:35.234	Sam and Guy Jhonson, *London*
4	0:35.710	Ian Calderwood, *Herts*
5	0:35.760	Micheal Banks, *Leeds*
MON GAZZA SPEEDWAY		
1	0:14.715	Neil Glenister, *High Wycombe*
2	0:14.789	Luke Oswin, *Leicester*
3	0:15.050	Craig Garlick, *Walsall*
4	0:15.501	Arif Mollah, *Rochdale*
5	0:15.615	Robert Kilpatrick, *Switzerland*
BEEDO'S WILD RIDE		
1	1:02.242	Luke Oswin, *Leicester*
2	1:04.159	Andrew Mills, *Dundee*
3	1:04.636	Arif Mollah, *Rochdale*
4	1:05.268	Malcolm Sheen, *Lanarkshire*
5	1:05.771	Nader Kohbodi, *Anglesey*
MALASTARE 100		
1	0:40.320	Neil Glenister, *High Wycombe*
2	0:40.719	Dominic Tourner, *Australia*
3	0:41.832	James Swain, *Essex*
4	0:41.867	Daniel Croucher, *Norway*
5	0:42.173	Harry Nisbet, *Renfrewshire*
VENGEANCE		
1	1:13.573	James Swain, *Essex*
2	1:14.000	Arif Mollah, *Rochdale*
3	1:14.002	Neil Glenister, *High Wycombe*
4	1:14.240	Malcolm Sheen, *Lanarkshire*
5	1:14.285	Andrew Mills, *Dundee*
SCRAPPERS RUN		
1	0:43.226	Luke Oswin, *Leicester*
2	0:43.321	Neil Glenister, *High Wycombe*
3	0:43.610	James Swain, *Essex*
4	0:44.608	Arif Mollah, *Rochdale*
5	0:44.476	Malcolm Sheen, *Lanarkshire*
ANDO PRIME CENTRUM		
1	0:59.390	Dominic Tourner, *Australia*
2	0:59.611	Luke Oswin, *Leicester*
3	1:00.429	Sam and Guy Jhonson, *London*
4	1:03.908	Neil Glenister, *High Wycombe*
5	1:04.121	Chris Trickett, *Leicester*
EXECUTIONER		
1	1:23.611	Luke Oswin, *Leicester*
2	1:29.381	Neil Glenister, *High Wycombe*
3	1:30.427	Andrew Mills, *Dundee*
4	1:31.277	Malcolm Sheen, *Lanarkshire*
5	1:31.685	Nader Kohbodi, *Anglesey*

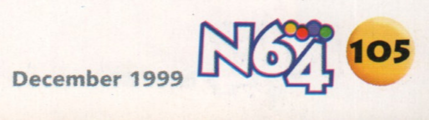
Diddy Kong Racing



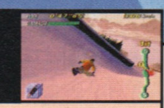
UK (PAL) TIMES ONLY

EVERFROST PEAK		
1	1'32"40	Andrew Mills, *Dundee*
2	1'34"40	Anthony Kay, *Macclesfield*
3	1'34"40	Andrew Harvey, *Reading*
4	1'34"50	Edward Lunn, *West Sussex*
5	1'34"83	Shaun Bird, *Suffolk*
FROSTY VILLAGE		
1	1'25"51	Adam Tucker, *Norfolk*
2	1'25"95	Shaun Baker, *Bristol*
3	1'26"61	Edward Lunn, *West Sussex*
4	1'27"40	Christopher McCabe, *Co. Down*
5	1'27"56	Andrew Harvey, *Reading*
WHALE BAY		
1	0'56"75	Adam Tucker, *Norfolk*
2	0'57"46	Morten Tronstad, *Norway*
3	0'58"71	Andrew Mills, *Dundee*
4	0'59"43	Danny Dunn, *Lincolnshire*
5	1'02"36	Peter Lunn, *West Sussex*
PIRATE LAGOON		
1	1'05"73	Jan-Erik Spangberg, *Sweden*
2	1'06"11	Morten Tronstad, *Norway*
3	1'08"95	Andrew Mills, *Dundee*
4	1'10"30	Shaun Baker, *Bristol*
5	1'11"83	Peter Lunn, *West Sussex*
TREASURE CAVES		
1	0'48"61	Daniel Carlsson, *Sweden*
2	0'49"06	Danny Dunn, *Lincolnshire*
3	0'49"76	Adam Tucker, *Norfolk*
4	0'50"53	Andrew Harvey, *Reading*
5	0'50"86	Andrew Mills, *Dundee*
BOULDER CANYON		
1	1'33"26	Morten Tronstad, *Norway*
2	1'33"81	Danny Dunn, *Lincolnshire*
3	1'36"40	Andrew Mills, *Dundee*
4	1'37"36	Peter Lunn, *West Sussex*
5	1'43"26	Andrew Harvey, *Reading*
HAUNTED WOODS		
1	0'54"06	Daniel Carlsson, *Sweden*
2	0'54"95	Jan-Erik Spangberg, *Sweden*
3	0'55"75	Adam Tucker, *Norfolk*
4	0'55"86	Richard Dunn, *Lincolnshire*
5	0'57"06	Tim Booth, *Shrewsbury*
STAR CITY		
1	1'29"53	Adam Tucker, *Norfolk*
2	1'30"90	Richard Dunn, *Lincolnshire*
3	1'31"93	Morten Tronstad, *Norway*
4	1'33"71	Tim Booth, *Shrewsbury*
5	1'34"76	Andrew Mills, *Dundee*
SPACEPORT ALPHA		
1	1'40"71	Andrew Mills, *Dundee*
2	1'43"10	Morten Tronstad, *Norway*
3	1'51"10	Tim Booth, *Shrewsbury*
4	1'51"31	Shaun Baker, *Bristol*
5	1'53"51	Edward Lunn, *West Sussex*





1080° Snowboarding



UK (PAL) TIMES ONLY

CRYSTAL LAKE

1	1'02"63	**Robbie Khijn**, *The Netherlands*
2	1'02"73	**Danny Dunn**, *Lincolnshire*
3	1'02"76	**Ruben Larsen**, *Norway*
4	1'02"76	**Adam Charlton**, *Huntingdon*
5	1'02"86	**Jon Olav Larsen**, *Norway*

CRYSTAL PEAK

1	1'27"21	**Danny Dunn**, *Lincolnshire*
2	1'27"41	**Adam Charlton**, *Huntingdon*
3	1'27"41	**Sean Matthews**, *Paisley*
4	1'27"54	**Manolis Kalaitzake**, *Cork*
5	1'27"81	**Steven Zwartjes**, *Holland*

GOLDEN FOREST

1	1'19"56	**Robbie Khijn**, *The Netherlands*
2	1'19"59	**Sean Matthews**, *Paisley*
3	1'19"82	**Danny Dunn**, *Lincolnshire*
4	1'19"89	**Ruben Larsen**, *Norway*
5	1'19"92	**Steven Zwartjes**, *Holland*

MOUNTAIN VILLAGE

1	1'22"53	**Laurie Eggleston**, *Kent*
2	1'29"69	**Ruben Larsen**, *Norway*
3	1'30"15	**Danny Dunn**, *Lincolnshire*
4	1'30"28	**Sean Matthews**, *Paisley*
5	1'30"51	**Adam Charlton**, *Huntingdon*

DRAGON CAVE

1	1'25"43	**Sean Matthews**, *Paisley*
2	1'25"70	**Ruben Larsen**, *Norway*
3	1'25"76	**Danny Dunn**, *Lincolnshire*
4	1'26"19	**Norman Obaseki**, *Leeds*
5	1'26"19	**Damien Orchard**, *Hereford*

DEADLY FALL

1	1'07"74	**Sean Matthews**, *Paisley*
2	1'07"84	**Ruben Larsen**, *Norway*
3	1'07"88	**Robbie Khijn**, *The Netherlands*
4	1'07"88	**Norman Obaseki**, *Leeds*
5	1'08"07	**Brett Slader**, *Australia*

CONTEST MODE

1	395433	**Steven Zwartjes**, *Holland*
2	333283	**David Vowles**, *Bath*
3	322451	**Rob Pierce**, *Salisbury*
4	308110	**Maurice Blount**, *Deeside*
5	265088	**Alex D**, *Uppingham*

Rogue Squadron



AMBUSH AT MOS EISLEY

1	0:38	**Martin Critchley**, *Doncaster*
2	0:45	**Brendan Edge**, *Nottingham*
3	0:53	**Richard Dunn**, *Lincolnshire*
4	0:55	**Andrew Harvey**, *Reading*
5	0:56	**Jan-Erik Spangberg**, *Sweden*

LIBERATION OF GERRARD V

1	4:04	**Jan-Erik Spangberg**, *Sweden*
2	4:05	**Richard Dunn**, *Lincolnshire*
3	4:14	**Philip Ward**, *Portsmouth*
4	4:20	**Simon Duroe**, *Wales*
5	4:20	**Martin Critchley**, *Doncaster*

SEARCH FOR THE NONNAH

1	3:31	**Richard Dunn**, *Lincolnshire*
2	3:33	**Jan-Erik Spangberg**, *Sweden*
3	3:38	**Martin Critchley**, *Doncaster*
4	3:46	**Philip Ward**, *Portsmouth*
5	5:36	**Andrew Harvey**, *Reading*

BATTLE OF HOTH

1	2:49	**Jan-Erik Spangberg**, *Sweden*
2	2:58	**Simon Duroe**, *Wales*
3	3:08	**Andrew Harvey**, *Reading*
4	3:11	**Morten Tronstad**, *Norway*
5	3:11	**Brendan Edge**, *Nottingham*

RESCUE ON KESSELL

1	0:24	**Jan-Erik Spangberg**, *Sweden*
2	0:25	**Danny Dunn**, *Lincolnshire*
3	0:28	**Morten Tronstad**, *Norway*
4	0:30	**Ryan Medlock**, *Surrey*
5	0:35	**Alex Henderson**, *Bury St. Edmunds*

THE BATTLE OF CALAMARI

1	3:00	**Richard Dunn**, *Lincolnshire*
2	3:07	**Jan-Erik Spangberg**, *Sweden*
3	3:42	**Morten Tronstad**, *Norway*
4	3:46	**Simon Duroe**, *Wales*
5	3:51	**Josh Bryson**, *Cheltenham*

DEFECTION AT CORRELLIA

1	7.12	**Simon Duroe**, *Wales*
2	7.29	**Jan-Erik Spangberg**, *Sweden*
3	7:38	**Andrew Harvey**, *Reading*
4	7:43	**Brendan Edge**, *Nottingham*
5	8:15	**Philip Ward**, *Portsmouth*

BATTLE ABOVE TALORAAN

1	2:02	**Danny Dunn**, *Lincolnshire*
2	2:24	**Jan-Erik Spangberg**, *Sweden*
3	3:06	**Brendan Edge**, *Nottingham*
4	3:45	**Philip Ward**, *Portsmouth*
5	0:00	***We're waiting for times!***

DEATH STAR TRENCH RUN

1	1:54	**Richard Dunn**, *Lincolnshire*
2	1:56	**Jan-Erik Spangberg**, *Sweden*
3	1:58	**Philip Ward**, *Portsmouth*
4	1:58	**Chris Fennelly**, *London*
5	1:58	**Simon Duroe**, *Wales*

V-Rally '99

ARCADE 1

1	14'17"44	**Shafeek Ellis**, *Cambridge*
2	14'28"64	**Hamish Macaulay**, *Argyll*
3	14'29"52	**Dafydd Evans**, *Denbigh*
4	14'30"00	**James Hegarty**, *Belfast*
5	14'32"28	**Mark Sharman**, *Lincolnshire*

ARCADE 2

1	20'22"80	**Shafeek Ellis**, *Cambridge*
2	20'40"12	**Jan-Erik Spangberg**, *Sweden*
3	22'07"12	**Joachim Clauwers**, *Belfast*
4	22'47"60	**James Hegarty**, *Belgium*
5	22'47"60	**Daniel Hughes**, *Billericay*

ARCADE 3

1	26'48"96	**Dafydd Evans**, *Denbigh*
2	27'21"84	**Daniel Hughes**, *Billericay*
3	27'31"52	**Shafeek Ellis**, *Cambridge*
4	27'46"16	**James Hegarty**, *Belgium*
5	27'55"20	**Tom Willan**, *Nottingham*



F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
2	1'16"917	David Van Moer, *Belgium*
3	1'17"007	Morten Tronstad, *Norway*
4	1'17"448	Tony Dunster, *London*
5	1'17"686	Steve Woolley, *Norfolk*

BIG BLUE

1	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
2	1'31"999	Tony Dunster, *London*
3	1'32"502	David Van Moer, *Belgium*
4	1'33"249	Adam Tucker, *Norfolk*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'24"830	David Van Moer, *Belgium*
2	1'24"888	Victor Hacon, *Norfolk*
3	1'24"935	Gary Carney, *Newcastle-upon-Tyne*
4	1'25"196	Tony Dunster, *London*
5	1'25"472	Patrick Wessels, *Holland*

DEVIL'S FOREST 2

1	1'16"218	Hedley Gabriel, *Essex*
2	1'21"038	Adam Tucker, *Norfolk*
3	1'22"152	D. D. Ramone, *Carlisle*
4	1'22"591	Sam Fenwick, *Leighton Buzzard*
5	1'22"960	Gary Carney, *Newcastle-upon-Tyne*

FIRE FIELD

1	1'15"183	D. D. Ramone, *Carlisle*
2	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
3	1'19"908	David Van Moer, *Belgium*
4	1'22"251	Hedley Gabriel, *Essex*
5	1'22"745	Sam Fenwick, *Leighton Buzzard*

RED CANYON 2

1	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
2	1'35"555	D. D. Ramone, *Carlisle*
3	1'39"323	Tony Dunster, *London*
4	1'40"773	Morten Tronstad, *Norway*
5	1'42"658	Steve Woolley, *Norfolk*

SPACE PLANT

1	2'02"173	D. D. Ramone, *Carlisle*
2	2'05"109	Sam Fenwick, *Leighton Buzzard*
3	2'05"442	Gary Carney, *Newcastle-upon-Tyne*
4	2'05"581	Alan Bell, *Milford Haven*
5	2'06"514	David Van Moer, *Belgium*

PORT TOWN 2

1	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
2	1'54"190	Adam Tucker, *Norfolk*
3	1'54"461	David Van Moer, *Belgium*
4	1'54"676	D. D. Ramone, *Carlisle*
5	1'56"702	Patrick Wessels, *Holland*

SAND OCEAN 2

1	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
2	1'37"834	Tony Dunster, *London*
3	1'38"635	D. D. Ramone, *Carlisle*
4	1'39"191	David Van Moer, *Belgium*
5	1'39"894	Steve Woolley, *Norfolk*

Wipeout 64

KLIES BRIDGE

1	0:21.0	Ian Ellis, *Wrexham*
2	0:21.4	Anthony Kay, *Macclesfield*

QORON IV

1	0:32.4	Anthony Kay, *Macclesfield*
2	0:34.7	Ian Ellis, *Wrexham*

SOKANA

1	0:36.2	Anthony Kay, *Macclesfield*
2	0:46.0	Ian Ellis, *Wrexham*

DYRONESS

1	0:24.6	Anthony Kay, *Macclesfield*
2	0:27.4	Ian Ellis, *Wrexham*

MACHAON II

1	0:38.2	Anthony Kay, *Macclesfield*
2	0:43.9	Ian Ellis, *Wrexham*

TERAFUMOS

1	0:32.5	Anthony Kay, *Macclesfield*
2	0:36.5	Ian Ellis, *Wrexham*

Beetle Adventure Racing

COVENTRY COVE

1	4'44"28	Matthew Leach, *Cheshire*
2	4'51"29	Thomas Hower, *Denmark*
3	4'51"45	Neil Cartlidge, *Bedfordshire*
4	4'51"90	Evren Ondeafendi, *London*
5	4'52"90	Peter Biddle, *Oxon*

MOUNT MAYHEM

1	4'48"42	Matthew Leach, *Cheshire*
2	4'53"13	Evren Ondeafendi, *London*
3	4'53"81	Osman Sharif, *Oxford*
4	4'55"17	Chris Haslam, *Bury*
5	4'55"96	Martin Van Duuren, *Holland*

SUNSET SANDS

1	5'25"73	James Robinson, *Cheshire*
2	5'30"26	Martin Van Duuren, *Holland*
3	5'42"05	Thomas Hower, *Denmark*
4	5'43"41	Simon Jeffree, *Northampton*
5	5'52"93	Chris Haslam, *Bury*

INFERNO ISLE

1	6'39"95	Martin Van Duuren, *Holland*
2	6'42"32	Evren Ondeafendi, *London*
3	6'45"33	Osman Sharif, *Oxford*
4	6'53"05	Peter Biddle, *Oxon*
5	6'53"44	Neil Cartlidge, *Bedfordshire*

METRO MADNESS

1	5'49"03	Ross Anderson, *Peterborough*
2	5'50"49	James Robinson, *Cheshire*
3	5'53"88	Martin Van Duuren, *Holland*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"25	Osman Sharif, *Oxford*

WICKED WOODS

1	4'05"93	Osman Sharif, *Oxford*
2	4'11"17	Evren Ondeafendi, *London*
3	4'15"80	Martin Van Duuren, *Holland*
4	4'19"32	Thomas Hower, *Denmark*
5	4'29"98	Neil Cartlidge, *Bedfordshire*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.



There's never been a better time to try your hand at N64's world famous Skill Club – now with added Platinum!

Sk-sk-sk-skill Club' could have been a song by well-known pop tunesters The Vengaboys had it not been for some nasty legal wranglings about the use of the words 'Skill' and 'Club' in the chorus, and the trademarked 'Wil' and 'Overton' in both verses. Still, it was a sure sign that **N64**'s super-exclusive competition is working up more and more interest.

Why? Well, with our all-new Platinum league, Skill Club has become, more than ever, the only place for N64 gamers to demonstrate their rip-roaring gaming skills. All – *all*! – we ask of you is to complete 14 of the 20 challenges featured overleaf, *or*, if you're joining us for the first time, three challenges for Bronze, seven for Silver and an in-no-way-small 10 for Gold. Interesting. Veeery interesting.

Oh, and remember! If you get Platinum licked, you'll receive a rare **N64** Magazine T-Shirt, an **N64** Magazine pin badge and, of course, an exclusive Platinum Club certificate. Bee-yoo-tiful indeeeeeed.

And don't forget that the Bronze, Silver and Gold Clubs are still going strong, and that upgrading yourself from the Silver to the Platinum Club also wins you a Manta Ray pad from Nugen (01992 706407) – it's a top piece of equipment!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in* Mario Kart *and* Wave Race*.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything onto the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

---

skill club 64 ENTRY FORM

Hello there, I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

	A *Super Mario 64*		K *Yoshi's Story*
	B *DKR*		L *Banjo-Kazooie*
	C *Lylat Wars*		M *1080°*
	D *GoldenEye 007*		N *F-Zero X*
	E *ISS64*		O *Zelda*
	F *Mario Kart 64*		P *Turok 2*
	G *Pilotwings 64*		Q *Rogue Squadron*
	H *Turok*		R *F1 World GP*
	I *Blast Corps*		S *FIFA '99*
	J *Wave Race 64*		T *Star Wars: Racer*

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — *Super Mario 64*



What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. And DGG + No. 4.

challenge B — *Diddy Kong Racing*



What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in **N64**/10, and our guides in **N64**/11 and 12. Also, don't forget the DGG + with issue 11.

challenge C — *Lylat Wars*

What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: **N64**/8's free poster and the DGG + No. 2.

challenge D — *GoldenEye 007*

What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with **N64**/9, tips in **N64**/10 and 12 and the Double Game Guide + on the front of **N64**/12.

challenge E — *ISS64*

What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in **N64**/4 and 14.

challenge F — *Mario Kart 64*

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R). Manage that can you?
Helpful tips: Review in **N64**/4, tips in **N64**/5. DGG + No. 2.

challenge G — *Pilotwings*

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in **N64**/6 and tips in the Double Game Guide + on the front of **N64**/19.

challenge H — *Turok: Dinosaur Hunter*

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible – important, that bit.
Helpful tips: None available.

challenge I — *Blast Corps*





What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in **N64**/8 and the Double Game Guide + on the front of **N64**/16.

challenge J — *Wave Race 64*





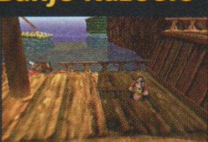
What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There're tips in **N64**/2 and the DGG + on the front of **N64**/14.

challenge K — *Yoshi's Story*



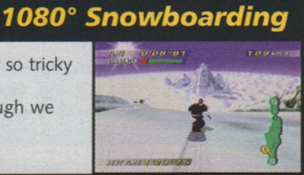
What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in **N64**/16 and the Double Game Guide + on the front of **N64**/9 should prove very handy.

challenge L — *Banjo-Kazooie*



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in **N64**/19 and DGG + No. 9.

challenge M — *1080° Snowboarding*



What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: **N64**/22's Double Game Guide +.

challenge N — *F-Zero X*



What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in **N64**/24's DGG +.

challenge O — *Zelda*



What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in **N64**/26 will tell you everything you need to know.

challenge P — *Turok 2*



What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a snapshot of the load game screen.
Helpful tips: This is very tough. Plenty of tips in **N64**/24.

challenge Q — *Rogue Squadron*



What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: **N64**/27's guide, or **N64**/31's DGG +.

challenge R — *F1 World Grand Prix*



What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of **N64**/22.

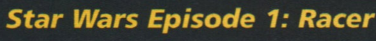
challenge S — *FIFA 99*





What you must do: Take Southampton to the Premier League Championship on the hardest difficulty setting.
Proof: A video of the full time results menu, and the subsequent awarding of the League Championship
Helpful tips: Check out our guide in **N64**/28.

challenge T — *Star Wars Episode 1: Racer*





What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in **N64**/31 and **N64**/32.



PLATINUM Club

complete 14 challenges

Christopher Davies, *Croydon*
Andrew Mills, *Londonderry*
David Nicol, *Cambridge*
Richard Davies, *Rotherham*
Stephen Adams, *Dundee*
Graham Underwood, *Cumbria*
Andrew McGrae, *Southport*
Derek Thomson, *Edinburgh*
Craig Silcocks, *Trowbridge*
Alan Deas, *Scotland*
Craig Smith, *Bury*
Greg Duncan, *Glasgow*
Aidan Murray, *Co. Cork*
Paul Isaia, *Southampton*
Daniel Syversen, *Norway*
David Park, *Tyne & Wear*
Nick Haynes, *Orpington*

GOLD Club

complete 10 challenges

Kelly Humphreys, *Marlow*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
Stephen McMahon, *Co. Down*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Robert Gallagher, *Eastleigh*
Ingvar S. Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Mark Currid, *Ireland*
David Keane, *Sandwich*
David Crowther, *Kent*
Stelios & Orestis Giaremelos, *Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Michael Mawdsley, *Southport*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *The Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*
Alan Dundas, *Angus*
Jeremy Hammett, *Woking*
Tom Spurrier, *Southampton*
Mark Reilly *Glasgow*
Antonio Vites Carmora, *Spain*
Chris Partridge, *East Sussex*
Jesús Ramos Membrive, *Spain*
Chris Ross, *Angus*
Ross Duncan, *Nairn*
Joshua Takaoka, *Newbury*
Paul Northend, *Middlesborough*
Bill McCoist, *Fareham*
Ross McKinstray, *Arbroath*
Tom Magee, *Catterick*
Peter Tweedie, *Woking*
Andrew Harvey, *Twyford*
Daniel Carlsson, *Sweeden*
Chris & Kevin Fennelly, *London*
Gregory Kuzdenyi, *Ealing*
Kenton Knop, *America*
Michael Cunningham, *Australia*
Alex Deas, *Scotland*
Davy James, *Powys*
Lawson Gavin, *Co. Offacy*
Matthew Weston, *Nottingham*
Gearoid Reidy, *Co. Offaly*
Christopher McCabe, *County Down*
Robert Clark, *Kent*
Dee Dee Ramone, *Cumbria*
Steve Keenan, *Norfolk*
Daniel Lorenz, *Oxon*
Chris Richmond, *Australia*
Chris Gray, *Fife*
Martin Rosinski, *London*
James Hegarty, *Belfast*
Jamie Hobbs, *Norfolk*
Nick Haynes, *Orpington*
Colin Taylor, *Barnet*
Mariusz Panczar, *Poland*
Morten Tronstad, *Norway*
David Smart, *Glasgow*
Aidan Murray, *Co. Cork*
Gavin Bolder, *Kent*
Aaron Clack, *Kent*
Aidan Murray, *Co. Cork*
Martin Flynn, *Kent*
Griffin Leadebrand, *Australia*
Ryan McIlvenna, *Antrim*
Steven Ward, *Hawes*
Kevin Sutton, *Tipperary*
Alan West, *Suffolk*
Paolo De Luca, *Italy*
Adam Taylor, *Norfolk*
Tjeerd Van Deemtere, *Holland*
Dylan Foale, *Devon*
Nathan Jones, *Bucks*
Patrick Richards, *Australia*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kevin Spring, *Bradford*	*A,B,C,D,G,H,I*
Kenneth Pickering, *Ayrshire*	*A,B,C,D,G,I,J*
Shaun Bell, *Trowbridge*	*A,B,D,E,G,H,I*
Kurt Peter Radford, *Rotherham*	*A,B,D,E,F,I,J*
Philip Foster, *Havant*	*A,B,D,E,F,G,I*
Derek Topper, *Bristol*	*A,C,E,F,G,H,I*
Chris Scearce, *Reading*	*A,B,C,D,F,G,I*
Arthur Van Dalen, *The Netherlands*	*A,B,D,F,G,H,I*
Ciaran McDermott, *Ireland*	*A,B,C,D,E,F,H*
Rony Costa, *Middlesex*	*A,B,C,D,E,I,J*
Andrew Castiglione, *Bristol*	*A,B,D,E,F,H,I*
Jon Olav Larsen, *Norway*	*A,B,C,D,E,F,G*
Mario Sioutis, *Greece*	*A,C,D,E,F,G,H*
Andrew Rutherford, *Macclesfield*	*A,B,C,D,F,G,I*
Ben Campion, *Staffs*	*A,B,C,D,F,H,I*
Ben Cook, *Shoreham-By-Sea*	*A,B,C,D,G,H,I*
Chris Constable, *Devizes*	*A,C,D,F,G,H,J*
Craig Scotney, *Leighton Buzzard*	*A,B,C,D,G,H,I*
Dave Bloemer, *Holland*	*A,B,C,D,F,G,K*
The Terrible Twins, *Banbury*	*A,B,C,E,F,H,I*
Gard Mellemstrand, *Norway*	*A,C,D,E,F,G,I*
Andrew Taylor, *Cheshire*	*A,B,C,D,F,H,I*
James Cruickshank, *Clackmannanshire*	*A,C,D,F,G,H,I*
Tom Clarke, *Bucks*	*A,B,C,D,F,I,K*
Kevin Gilbert, *Upton*	*A,B,D,G,H,J,K*
Iain Dalby, *Tyne & Wear*	*A,C,D,E,F,G,H*
Brian Mulheran, *Tyne & Wear*	*A,C,D,E,F,G,H*
Robbie Klijn, *The Netherlands*	*A,B,C,D,E,F,L*
Stuart Derbyshire, *Bolton*	*A,B,D,E,F,G,I*
John Heelham, *Manchester*	*A,B,D,G,H,I,K*
Adam Denton, *Crewe*	*A,B,D,F,G,H,I*
Jeremy Scoble, *Plymouth*	*A,C,D,E,G,H,I*
Lewis Cave, *Loughborough*	*A,B,D,E,F,I,N*
Stephen Mansfield, *Derby*	*A,B,C,D,E,J,M*
Steven Said, *Australia*	*A,B,E,F,G,I,M*
Pedro Manacas & Rui Mota, *Portugal*	*A,D,E,F,H,I,N*
David Gamble, *Co. Antrim*	*A,B,C,D,I,L,N*
James Bundy, *Reading*	*A,C,D,E,F,I,L*
M. Mina, *Essex*	*A,C,E,F,I,M,O*
Luke Yeandle, *Abertillery*	*A,B,C,D,E,G,P*
Nils Menzler, *Germany*	*A,B,C,E,I,N,O*
Jimmi Aarela, *Finland*	*A,B,D,E,F,I,P*
Geoffrey Maddocks,, *Australia*	*A,D,F,G,I,M,N*
Christopher Grant, *Inverness*	*B,C,F,H,I,L,M*
Anthony Gruitt, *Sittingbourne*	*A,B,C,D,F,G,M*
M Hall, *Middlesex*	*A,B,D,E,F,M,P*
Pieter van den Brink, *Netherlands*	*A,B,G,H,I,K,L*
Sam Thompson, *Aberystwyth*	*C,D,I,M,N,O,P*
Alex Underhill, *Wolverhampton*	*A,C,F,J,L,M,O*
David Littern, *Middlesex*	*A,B,D,E,F,M,P*
Steven Dalton, *Stockton-on-Tees*	*A,B,D,E,G,H,I*
Reuben Barker, *East Sussex*	*A,C,D,G,L,N,O*
Andrew Cox, *Cornwall*	*A,B,C,D,E,F,N*
Ryan Bledsoe, *Knaresborough*	*A,B,D,H,I,L,P*
David Albon, *Herts*	*A,C,D,E,F,M,N*
Andrew Hannath, *Swindon*	*A,B,C,D,F,G,H*
Matthew Prior, *Norwich*	*A,B,C,E,G,H,I*
James Vallerine,	*A,E,F,G,I,M,O*
Andrew Granville, *Bridgend*	*A,B,D,G,I,M,O*
Gary Carney, *Newcastle-upon-Tyne*	*A,C,D,F,L,N,O*
Rod Bayliss, *Australia*	*A,B,D,F,G,H,O*
Richard Kearney, *Wirral*	*A,D,E,I,N,O,P*
Turo Halinen, *Finland*	*A,B,C,D,F,K,O*
David Grice, *West Bromwich*	*A,B,C,D,G,I,O*
Tony Hobbs, *Leeds*	*A,B,C,E,H,M,R*
Justin Badger, *Wolverhampton*	*A,B,C,D,E,G,M*
Emil Tanem, *Norway*	*A,B,D,H,I,N,T*
Andrew Panchin, *Basingstoke*	*A,C,F,I,M,O,P*
Rene Jensen, *Denemark*	*A,C,D,N,O,Q,T*
Paul Davies, *Conwy*	*A,B,C,D,G,I,M,O*
Kevin Loughlin, *Slough*	*A,B,C,E,F,K,M,O*
Alex McIver, *Edinburgh*	*A,B,C,F,K,L,N,O*
Martyn Bibby, *Cheshire*	*A,B,D,E,F,G,H,I*
Christopher Smith, *Surrey*	*A,B,C,D,E,G,I,J*
Chris Kerry, *Essex*	*A,B,C,F,G,I,K,L*
Matthew Weston, *Nottingham*	*A,B,C,D,G,H,I,L*
Torri Marco, *Switzerland*	*A,B,C,D,E,L,M,N*
Laurie Eggleston, *Kent*	*A,B,C,D,F,G,J,M*
Philipp Sokolean, *Switzerland*	*A,B,D,E,H,I,L,M*
James Hegarty, *Belfast*	*A,B,F,G,H,J,N,P*
Richard Whitham, *Poulton-le-Fylde*	*A,B,C,D,F,G,L,O*
Matthew Wilkins, *Wiltshire*	*A,B,D,E,G,I,M,N*
David Lonroy, *Lancastershire*	*A,C,E,F,G,H,M,O*
Richard Sutton, *Kent*	*A,B,I,F,L,M,N,O*
Phillip Renyard, *Ashford*	*A,B,D,F,I,L,N,O*
Ben Woodhouse, *Whitby*	*A,C,D,H,I,M,N,P*
Arne G Pettersen, *Norway*	*A,B,F,G,I,K,M,O*
Simon Nash, *Watford*	*A,B,D,H,J,L,M,O*
James Martin, *Newent*	*A,B,C,D,E,M,O,P*
Chris Gray, *Fife*	*A,C,D,E,F,H,I,J,L*
Kevin Seeney, *Bury St Edmunds*	*A,B,C,D,I,L,M,O,P*
Aaron Norris, *Australia*	*A,B,C,D,E,F,G,H,I,K*

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Ben Stevens, London	A,E,F
James O'Sullivan, Somerset	A,B,D
Keith Tannahill, Ayrshire	A,D,J
Jamil Yahyaoui, Belfast	A,B,D
Michael Achilles, Chingford	A,D,I
Jan Dehm Neves, Portugal	A,E,G
Ben Wakefield, Twickenham	A,B,D
Omid Elliott, Co. Tyrone	A,B,C
Nick Syrad, Reading	A,D,F
Patrick Laakso, Sweden	A,B,D
David Gibson, Fleet	B,D,H
Mark Underwood, Cumbria	A,E,I
Daniel Longstaff, Chigwell	A,G,I
Vincent Coyne, Galway	A,E,F
Raoul Smids, Belgium	A,B,G
Chris O'Riordan, Cornwall	A,B,E
Sandy McKenzie, Fife	C,F,G
Norman Glover, Cleveland	A,B,F
Alex Johnson, Sidcup	A,C,D
Damian Unwin, Soton	B,C,D
Chris Hinkley, Peckham	A,B,F
Gordon Willmott, Edinburgh	A,D,K
Johan Brown, Grantham	A,B,D
Russell Higgins, Shropshire	A,G,I
Wajahat Ali, Blackburn	A,C,E
Adam Bull, Leeds	A,I,K
Tormod Krogh, Norway	A,C,F
Remko Veenstra, Holland	A,F,G
Moe Aboulkheir, London	A,D,J
Oliver Bolton, Kent	A,C,F
Elidir Jones, Gwynedd	A,B,F
Alan Hooper, Weston-super-Mare	A,D,E
Alexander Filipowski, Warrington	C,F,J
Wayne Parkes, Cornwall	A,B,D
Joel Porter, London	A,E,F
Floryn Cleverens, The Netherlands	A,C,G
Richard Holmes, Derbyshire	E,G,I
Alex Wood, Ipswich	A,B,D
Mike Hodzelmans, Holland	A,B,D
Michael Petch, Doncaster	A,B,I
Simon London, Norwich	A,B,C
Peter Campbell, Belfast	D,G,J
William Shutes, Norwich	A,B,F
Simon Lyddon, Devon	A,B,D
Steven Smith, Essex	B,D,F
Henry Rummins, Ashford	A,B,D
Edward Rummins, Ashford	A,B,D
Ryan Carson, Devon	A,C,F
Ashley Bennett, Essex	A,D,I
Thomas Vincett, Weston-super-Mare	A,D,F
Sarah Margle, Ware	A,B,I
Toni Ylaranta, Finland	A,G,I
Tom Badran, Basingstoke	A,C,G
John Hope, Northampton	A,F,I
Joshua Clarke, Birmingham	A,C,F
Matthew Harper, Gloucester	A,D,I
Christopher Green, Reading	A,D,F
Chris Knowles, Cheshire	A,B,D
Dennis Schuh, Holland	A,C,D
Niall Quigley, Co. Tyrone	A,B,H
Guy Burdge, Somerset	A,D,E
Brian Davidson, Co. Tyrone	A,B,D
Scott Butler, Co. Armagh	A,C,G
Andrew Phillips, London	A,D,J
Alastair Edwards, London	A,D,J
Paul Shinn, Deptford	A,I,K
Oliver Carson, Devon	A,C,D
Christopher Balzan, Kent	A,D,F
John Davies, Staffordshire	A,D,F
Steven Mai, Staffordshire	A,C,D
Daniel Green, Thornton	A,C,D
Ben Dawson, Sheffield	C,D,J
Richard Best, Dundee	A,B,E
Marc Edgeworth, Gloucester	A,F,G
Chris Pitchell, Bristol	A,B,I
Harrison Bolt, Surrey	A,B,F
James Arnold, Australia	A,B,C
Alun Thomas, Haverfordwest	A,F,J
Mark Aquilina, Malta	A,B,I
Gokhan Kurt, London	C,H,I
Raymond Wan, Cheshire	A,B,D
John Stackhouse, Walsall	A,B,D
Lee Fletcher, Halifax	A,D,I
Myles Giles, Huddersfield	A,D,I
James McKeown, Ayr	B,D,I
Nader Kohbodi, Anglesey	A,D,E
Christopher Thompson, Co. Antrim	A,D,E
Plemis Luijnenburg, Holland	A,I,J
Chris Tate, Tyne & Wear	A,G,I
Manolis Kalaitzake, Cork	A,B,D
Nil Keery, Co. Down	A,B,E
Peter Bowden, Manchester	A,B,F
Craig Thomas, South Wales	A,G,H
David Heath, East Sussex	A,D,E
Kari Bogdanoff, Finland	A,G,J
Donique Visser, Holland	A,B,K
Jimi McGuinty, Cheshire	C,D,E
Mark Anthony Say, Cleveland	A,D,E
Daniel Green, Cleveleys	A,C,D
Lochlan McBride, Australia	A,D,F
Gavin Major, Worcestershire	A,B,D
Michael Lam, Southport	A,B,I
Andrew Robinson, Darlington	A,B,C
Kristof Villers, Belgium	A,D,F
Paul Mann, Evesham	A,B,D
Edward Lunn, West Sussex	A,B,C
Frederic Azais, Canada	A,B,D
David Conroy, Accrington	C,E,F
Robert Moore, Co. Cork	A,C,E
Michael Elderfield, Canterbury	A,D,F
Tjing Lam, Netherlands	A,E,F
Lesley Hodges, Switzerland	A,B,I
Tom Hill, Wickford	A,B,F
Mart V. D. Ven, Holland	A,C,I
David Conroy, Lancaster	A,B,C
John Addis, Marlow	A,B,D
Victor Supica, Australia	A,B,K
Ben Duffield, Great Yarmouth	A,D,E
Rowan Sloan, Orpington	A,D,F
James Hulston, Manchester	A,D,H
Mike Barber, Stoke-on-Trent	A,C,D
Gary Townsend, Norfolk	A,B,D
Chris 'The Pyemaster' Madden,	A,B,C
Joshua Kendall, Australia	B,C,D
Robert Eaton,	A,B,G
Adam Holmes, Birmingham	C,D,E
James Steer, Maidenhead	A,D,F
Robert Beaver, Manchester	A,B,D
Carl Brennand, Cumbria	A,B,F
Henry Edmondson, Preston	A,B,H
Richard McCann, Wirral	A,C,D
Thomas Taylor, London	A,C,D
Henryk B. Zaleskijr,	A,B,L
John Lucas-Herald, Edinburgh	A,D,I
Michael Craze, Chigwell	A,C,D
Jostein Austvik Jacobsen, Norway	A,B,F
Daniel Aherne, Manchester	A,B,D
Mark Jackson, Cumbria	A,D,H
Paul Howling, Suffolk	A,D,M
Ricardo Perez, Southport	A,B,I
David Fisher, Hull	A,D,E
MD Lin, Crawley	D,E,H
Harris Tsalidis, Greece	A,C,D
Matthew Greig, Angus	A,E,H
Iestyn Roberts, Caernarfon	A,D,F
Bent Eigil Sumelius, Norway	A,D,I
Nick Fell, Oxshott	B,D,M
Christopher Poole, Bristol	A,B,M
Anthony Reynolds, London	A,F,M
Luke Wells, Chester	A,D,I
Tom White, West Sussex	A,J,M
Liam Allsworth, Oxford	H,I,L
Daniel Allsworth, Oxford	H,I,L
Seiji Lim, South Croydon	B,C,M
William King, Bromsgrove	A,E,F
David Kelsey, London	B,D,E
Sam Ranford, Cornwall	D,H,I
Richard Fong, Bebington	A,B,D
Andrew Fong, Bebington	A,B,D
Hedley Gabriel, Essex	A,B,D
Simon Johansson, Sweden	D,H,I
John Mellor, Huddersfield	A,G,H
Luke Sculley, East Sussex	A,B,M
Asim Haneef, Croyden	A,B,H
Jack Tappenden, Kent	A,B,M
Michael Betts, Northampton	A,B,M
Gregory Moore, Radley	D,M,O
Nicholas Crew, Petersfield	A,I,M
James Whitehurst, Dorset	C,D,F
Morville O'Driscoll, Worcester	A,D,O
Aaron Woolridge, Monmouth	D,H,N
Daniel Tiller, Eastleigh	A,I,M
Jenny Lam, Southport	A,B,I
Toby Searle, Kent	A,C,M
Paul Murray, Switzerland	A,B,P
Sam Wills, Wolverhampton	A,C,J
Kevin Moss, Wolverhampton	A,B,D
Andrew Gair, Stafford	A,D,P
Christopher Conn, Aberdeen	A,D,O
Andrew Grant, Shetland	A,I,P
Martin Cullum, Middlesex	A,E,I
David King, Kent	A,B,D
Martin Leng-Smith, Kent	A,B,D
William Luing, Penzance	M,N,O
Alex Symington, East Sussex	A,L,O
Stephen Whelan, Kent	A,B,L
Adam James Rigby, Bedford	A,B,C
Aodan McDangh, Ireland	A,D,G
Jonathan Rockcliff, Tadcaster	A,C,D
Tim Matthews, East Sussex	A,D,M
Ben George, Middlesex	A,B,N
Andrew Squires, Harlow	A,B,M
Gary Azzopardi, Telford	A,B,O
Olli Oja, Finland	A,B,M
M O'Driscoll, Worcester	A,D,O
Michael & Ashely Phillips, Surrey	A,B,M
Ricky Field, Waringham	A,F,P
Jack & Tom Patterson, Shepton Mallet	A,B,F
Byron Spring, Kent	A,B,M
Dave Wilkie, Fife	A,F,M
Stuart Millar, Guildford	A,H,M
Jack McCarthy, Dublin	D,E,F
Niall O'Toole, Galway	A,B,E
Richard Granville, Bridgend	B,I,M
Carl Docksey, Staffs	A,D,O
Andrew Wilkins, Isle of Wight	A,D,O
Brendon Edge, Notts	A,B,C
Michael Arnott, Glasgow	D,E,O
Hannu-Pekkahalme, Finland	A,D,O
Adan Heyes, Co Atrium	A,F,M
Murray Purves, Southampton	A,E,G
John Waters, Derby	A,B,D
Helen Dohery, London	A,B,O
Jenna Blackman, Bognor Regis	A,F,M
Jonathan Walker, West Midlands	A,O,P
Eric Milne, Galasheils	A,M,O
John Gallagher, Ayrshire	C,H,M
Robert Johnson, Coventry	A,F,O
James Fowler, Staffs	A,I,M
James Fitzgerald, Merseyside	A,J,O
Luke Cavalier, Australia	B,E,F
Geir Olav Skei, Norway	A,D,I
Tom Winteron, Lincs	A,C,F
Craig Syme, Kent	A,D,T
John Roe, Cambridge	A,B,O
Richard Elliot, Guernsey	A,B,D
Sandy Critchey, Doncaster	A,M,Q
Raymond Wegman, Holland	A,D,M
Christopher Tynan, Cumbria	B,I,T
Tim Booth, Shropshire	B,M,N
Simon Johnson, Tyne & Wear	A,M,P
Sean Cooney, Co. Cork	D,M,P
Stian Olsen, Norway	A,B,D
Chris Smith, Lincoln	C,H,I
Alamgir Ali, Herts	A,D,M
Thomas Freeman, Derby	B,G,J
Scott Murray, Scotland	A,C,J
John Campbell, Scotland	A,C,J
Jamie Brock, Weston-Super-Mare	A,F,O
Andrew Gold, Glasgow	A,B,I
Paul Davies, Edmonton	B,E,G,I
Chris Thomas, Wallington	A,B,C,I
Tom Walker, Halstead	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
James Leigh, Clevedon	A,B,D,I
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford	A,C,D,F
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Martin Cater, Hucknall	A,B,C,G
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
Asgeir Vikan, Norway	A,B,D,J
Andrew Carrington, Pontefract	A,D,E,J
Raymond Wells, Essex	A,B,F,H
Ed Higgins, Essex	A,B,G,I
Joel Radford, Australia	A,B,C,D
Kane Dorey, Jersey	A,B,D,H
David Dixon, Cumbria	A,D,F,G
Richard Woodall, New Zealand	A,C,D,G
Martin Drew, Bognor Regis	A,D,G,J
David Park, Tyne & Wear	A,D,F,G
James Garrity, Liverpool	A,B,D,E
Michael Williams, Cardiff	D,H,I,K
Mikael Bogdanoff, Finland	A,F,I,J
Tom Carver, Devon	A,C,H,I
Steven Goacher, Surrey	A,B,D,H
Kevin Gurton, Kent	A,B,D,I
David and Chris Mason, Plymouth	A,B,D,I
Scott Winterburn, Norfolk	A,D,G,I
Antonio V. Carmona, Spain	A,D,G,I
Paul Jerome, London	A,B,C,D
Gavin Cullen, Earlston	A,C,F,G
Mark Shackcloth,	A,F,G,I
Daniel Brown, Australia	A,D,F,M
Jerden Marinus, The Netherlands	A,B,E,H
Jaakko Hermunen, Finland	A,B,C,I
Antony Bogan, Cleveland	B,D,H,I
Richard Doherty, Newport	B,D,E,J
Jonathan McConnell, Truro	A,B,E,F
Ross McConnell, Truro	A,B,E,F
Barry Glover, Manchester	A,B,D,M
David Faggiani, Manchester	A,B,D,F
Chris Lowe, Tyne & Wear	A,C,D,H
Steven Astley, Wigan	A,E,F,J
Mike Smith, Gloucester	A,B,C,M
Ivo Miguel Castro Couto, Madeira	A,D,G,O
David Shuker, West Midlands	A,B,C,H
Anthony Coombes, Bridgewater	A,D,O,P
Nick Mushlin, Selkirkshire	B,H,N,O
Luke Butcher, London	A,D,I,O
Christopher Grant, Scotland	A,B,C,F
Steffan Hole, Bridgend	A,B,F,M
Chris Barnes, Burton-on-Trent	A,E,I,O
Ian Lawlor, Leeds	A,B,D,O
Gregory Dillow, Ealing	A,B,C,D
Henrik Brixmark, Motala	B,E,L,N
Oscar Cederberg, Motala	B,E,L,N
John Calderon, Lanarkshire	A,E,N,O
Edward Forrester, Southampton	F,G,H,M
Martin Critchley, Doncaster	A,C,D,M
Petri Satlin, Finland	B,D,E,O
Rambo, Merseyside	A,B,I,J,
Andrew Pinchin, Basingstoke	A,C,F,O
David Sanderson, Worcester	A,B,G,M
Lorne Tieten, Surrey	A,C,F,J
Jan-Erik Spangberg, Sweeden	M,N,P,S
Chris Dyer, Newcastle-Upon-Tyne	A,D,F,G
Andrew Gray, Oban	A,C,D,N,O,P,R
Chris Barlett, Kent	A,E,F,M,N
Joachim Clauwers, Belgium	A,B,D,F,H
Robert Ward, Middlesex	A,B,G,H,I
Alain Keersmaekers, Belgium	A,B,C,F,J
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Pat Shields, Co. Down	A,C,D,E,I
Benjamin Khan, Bradford	B,C,D,F,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Greece	A,B,C,F,I
Roeland Van Straalen, Holland	A,B,C,F,I
Aynsley Welling, Cyprus	C,E,F,G,I
Mark Herjan, Poland	A,C,D,J,M
Charles Ayesa, Australia	A,B,D,G,H
Mark Green, Cheltenham	A,C,D,F,H
Chris Kerry, Essex	A,B,C,F,I
Daniel Metcalf, Norwich	A,C,D,F,G
Michael Middleton, Huddersfield	A,B,C,D,H
Richard Brady, Essex	A,D,F,H,I
Steven Bigham, Whitburn	A,C,F,H,I
Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Andre Bifleuen, Holland	A,B,E,G,I
Roger King, Suffolk	A,B,D,F,I
James Smith, Gloucester	A,B,D,F,G
Alain Keersmaekers, Belgium	A,B,F,J,L
Andy Pearce, Featherstone	A,B,D,F,I
Graeme Downes, Surrey	A,C,D,O,P
Adam Skeggs, Leicester	A,C,E,H,M
Robert & David Scott, Fife	A,F,H,I,M
Martin Hunter, Edinburgh	A,B,C,E,L
Mervyn Wan, Surrey	A,B,C,D,O
Scott Douglas, Oxon	B,E,I,M,O
Bruce Linings, Watford	A,D,H,L,O
Leigh Bates, Wiltshire	B,C,F,J,O
Steven Woolley, Norfolk	A,B,D,N,O,P
George Ioakimidis, Greece	A,B,C,D,H,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
James Register, Surrey	A,B,C,D,F,H
Jack Gilbey, Bridgeport	A,B,C,D,F,I
David Taylor, Fife	A,C,D,F,H,I
Justin Servis, Co. Roscommon	A,D,E,G,H,I
Max, Steven and Hal	Dundee
Rodney McComb, Co. Londonderry	A,C,D,F,H,L
George Roberts, Middlesex	A,D,E,H,M,N
Nick Taverner, Suffolk	A,B,C,D,H,I
John Brockie, Cumbria	A,B,C,D,M,N
Tony Mendum, Middlesbrough	A,B,D,F,J,P
Ciaran Spence, Ireland	A,B,D,E,F,G
Sebastian Vass, Bath	A,B,D,M,O,P
Charles Brent, Southampton	A,B,D,F,H,O
Billy Newing, Kent	A,D,E,G,I,M
Richard Walklate, Hampshire	A,B,D,F,H,O
Gary Taylor, Essex	A,C,D,E,I,J
Andy Gair, Stafford	C,E,J,M,Q,R

Club 64 DIRECTORY

In association with BEATTIES Models Hobbies Toys Games

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

ULTRA CON ARTIST 64

11% 1 | Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



The object of the game is to rip off your competitors and attempt to con the public in as brazen a manner as possible. But the more you steal, the more you'll owe, and before long you'll be exposed. Fantastic stuff – we just couldn't stop chuckling.

TOP TIP Special Investigations can take us as far as (heh heh) the Moon!!! This month though, it's straight to the local job centre. Remember, sign at the bottom.

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

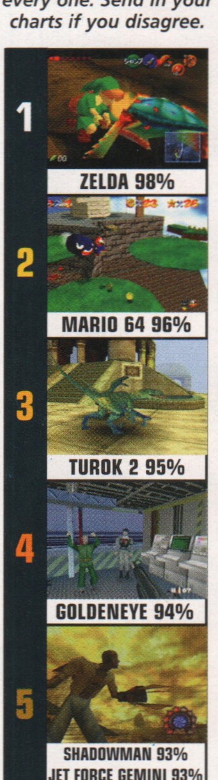
In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA 98%
2 MARIO 64 96%
3 TUROK 2 95%
4 GOLDENEYE 94%
5 SHADOWMAN 93% / JET FORCE GEMINI 93%

UK Game releases

1080° SNOWBOARDING

89% 4 | Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK





It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP N64/22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.

AERO FIGHTERS ASSAULT

58% 1 | Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP To access the secret planes, go to the title screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Bottom-C.



AERO GAUGE

10% 0 | ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

TOP TIP Here's one you won't forget in a hurry: don't ever buy this game.

ALL-STAR BASEBALL

84% 3 | Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.



TOP TIP Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR

ALL-STAR BASEBALL 2000

68% 3 | Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.



TOP TIP When pitching in arcade mode, press and hold Bottom-C and A to throw a deadly but hittable fastball.

ALL STAR TENNIS

68% 3 | Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.



TOP TIP When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.

AUTOMOBILI LAMBORGHINI

67% 2 | Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.



TOP TIP Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.

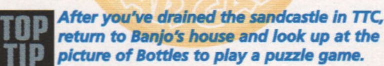
BANJO-KAZOOIE

92% 5 | Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANX

74% 3 | 3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.



TOP TIP Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.

BEETLE ADVENTURE RACING

81% 4 | EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.

TOP TIP Cheat Mode: In championship, drive through the barn on Coventry Cove. Hit the box inside the haystack and finish the track.

BIO FREAKS

76% 3 | GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

TOP TIP Disable blocking, and do nothing but shoot. • Hold Left on the D-pad and press Start to switch to first-person.

BLAST CORPS

88% 5 | Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.

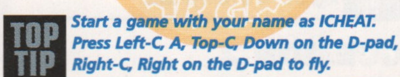
TOP TIP Re-enter a race after 'doing' it to race against your very own ghost.

BODY HARVEST

91% ★ 5 — Gremlin ● £20 ● 1 player ● rumble pak ● on cart ● Issue 22 ● TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% ★ 1 — Hudson/Nintendo ● £20 ● 1-4 players ● on cart ● Issue 8 ● ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP *Collect all 100 cards and complete the game to open a hidden world.*

BOMBERMAN HERO

66% ★ 2 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 21 ● TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

TOP TIP *Hold A, B and Z to open the Level Select menu.*

BUCK BUMBLE

70% ★ 2 — Ubi Soft ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.



TOP TIP *Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.*

BUST-A-MOVE 2

80% ★ 4 — Acclaim ● £40 ● 1/2 players ● controller pak ● Issue 17 ● JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.



TOP TIP *Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.*

BUST-A-MOVE 3

82% ★ 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP *If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.*

CASTLEVANIA

81% ★ 4 — Konami ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 27 ● JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

TOP TIP *Spend over 30,000 in Renon's shop and you get to fight him.*

CENTRE COURT TENNIS

67% ★ 3 — Hudson ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 25 ● TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.



TOP TIP *Aim for the down-the-line smash as much as possible. The opponents just can't handle it.*

CHAMELEON TWIST

70% ★ 2 — Ocean ● £40 ● 1-4 players ● on cart ● Issue 10 ● JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.



TOP TIP *If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of chameleon-esque liveliness.*

CHAMELEON TWIST 2

55% ★ 1 — Sunsoft ● £40 ● 1 player ● controller pak ● rumble pak ● Issue 26 ● MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP *Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...*

CHARLIE BLAST'S TERRITORY

52% ★ 3 — Kemco ● £35 ● 1-4 Players ● rumble pak ● Issue 30 ● MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.



TOP TIP *Try this password: 6 of Clubs, King of Hearts, 10 of Hearts, Ace of Clubs, 3 of Spades.*

CHOPPER ATTACK

81% ★ 3 — GT ● £50 ● 1 player ● rumble pak ● on cart ● Issue 20 ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!



TOP TIP *On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.*

CLAYFIGHTER 63⅓

24% ★ 0 — Interplay ● £20 ● 1/2 players ● on cart ● Issue 9 ● JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.



TOP TIP *Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.*

COMMAND & CONQUER

75% ★ 3 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● expansion pak ● Issue 32 ● TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

TOP TIP *Hold R and press Top or Bottom-C to magnify or reduce the battle screen.*

CRUIS'N USA

24% ★ 0 — Nintendo ● £20 ● 1 player ● rumble pak ● on cart ● Issue 13 ● TW

Dump. Less about driving, more a rule book on how to cock-up console games.



TOP TIP *After entering your initials, push Down and scroll to the conveyor belt. Hold Left on the D-pad and a severed head will roll by.*

CRUIS'N WORLD

38% ★ 0 — Nintendo/Midway ● £20 ● 1-4 players ● rumble pak ● on cart ● Issue 20 ● TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP *To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?*

DARK RIFT

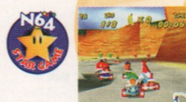
69% ★ 1 — Vic Tokai ● £20 ● 1/2 players ● on cart ● Issue 9 ● JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

DIDDY KONG RACING

90% ★ 4 — Nintendo/Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 10 ● JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DOOM 64

77% ★ 2 — GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

TOP TIP *At the password screen enter ?TJL BDFW BFGV JVVB for a cheat menu.*

DUAL HEROES

50% ★ 0 — Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.



TOP TIP *To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.*

DUKE NUKEM 64

85% ★ 4 — GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM ZERO HOUR

90% ★ 4 — GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

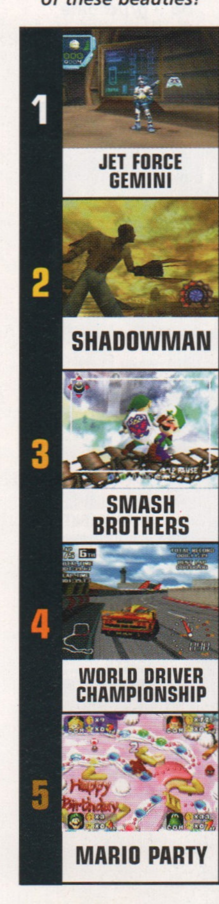



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.*

JES FORCE GEMINI!

Here's the top five games currently glued to Jes's N64. He just can't get enough of these beauties!



1. JET FORCE GEMINI
2. SHADOWMAN
3. SMASH BROTHERS
4. WORLD DRIVER CHAMPIONSHIP
5. MARIO PARTY



GO! GO!

GOOD TO BE BAD

"These are my favourite enemies" writes Simon Clark of Blackminster, digging up a gruesome selection of black-hearted scoundrela. Yoiks, indeed.



EXTREME G

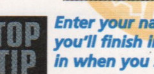


87% 2

Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.



TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)

85% 4

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB





XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION

71% 1

Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.



TOP TIP *Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.*

F1 WORLD GP

93% 5

Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA





Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3

Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

Still a fantastic F1 sim but there's not enough new here to warrant buying this if you've already got the first game.

TOP TIP *Check out our track guides in N64/32.*

FIFA 64

39% 0

EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP *Only tap the shoot button once. You'll eventually do something.*

FIFA '98

83% 2

EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.



TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.*

FIFA '99

83% 4

EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

The best *FIFA* game yet. *FIFA 99* actually plays a solid game of footie. It's no *ISS '98* though.



TOP TIP *As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.*

FIGHTERS DESTINY

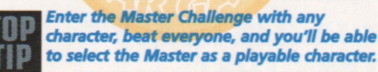
86% 4

Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB





Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FLYING DRAGON

73% 2

Interplay ● £40 ● 1/2 players ● controller pak ● rumble pak ● Issue 27 ● TW

The game formerly known as *Art of Fighting Twin* comes to the UK, and proves to be fairly enjoyable but instantly forgettable.



TOP TIP *To be able to play as the oddly-named Bokuchin, all you need to do is beat him in a normal fight. Simple.*

FORSAKEN

87% 4

Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK





A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5

Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP





The fastest racer on earth, and one of the most exhilarating four-player games you can buy.



TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47% 1

Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP *Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.*

GEX 64 Enter the Gecko

59% 1

GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP *Think about this: Mario 64. Banjo. Mystical Ninja. Aaaaand goodnight.*

GLOVER

83% 4

Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.



TOP TIP *Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.*

GOEMON 2

69% 3

Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.



TOP TIP *Keep the analogue stick pressed diagonally up at 45° to get the maximum distance when swinging on the poles.*

GOLDENEYE 007

94% 5

Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW





Brilliant levels, and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1

Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP *Win the championship on Easy mode to get the mirror tracks. • Win the championship on 24 laps-per-race to get the secret track.*

HEXEN

69% 1

Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.



TOP TIP *Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. • Invincibility: Left-C, Right-C and Bottom-C.*

HOLY MAGIC CENTURY

71% 3

Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.



TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

HYBRID HEAVEN

83% 4

Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.



TOP TIP *Unless your power bar is completely full, your combo attacks won't have any effect on opponents at all. Nope. None.*

IGGY'S RECKIN' BALLS

56% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.


TOP TIP *Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

IN-FISHERMAN BASS HUNTER 64

67% 3 — Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling. There's loads to it, but it's simply not that exciting.


TOP TIP *Remember to use your Electronic Fishfinder™ to find the biggest bass. Leeeet's fish! Ahem.*

ISS 64

92% 4 — Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.


TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 — Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and now more than ever, the finest football game in the world.


TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JET FORCE GEMINI

93% 5 — Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.


TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun – whichever you're armed with at the time. Handy, no?*

KILLER INSTINCT

62% 2 — Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

TOP TIP *Extra options: during the character bio screens press Z, B, A, L, A, Z.*

KNIFE EDGE

42% 2 — Nintendo • £30 • 1/4 players • on Cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

TOP TIP *Remember! Use the C-buttons to strafe from side to side.*

LEGEND OF ZELDA

98% 5 — Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB



Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LODE RUNNER 3D

70% 3 — Infogrames • £40 • 1 player • on cart • rumble pak • Issue 29 • JB

A retro puzzlers with gameplay unchanged since the Commodore 64. There's plenty of it too.


TOP TIP *Unlock all levels: Pause, hold Z, and press R, B, A, B, A, Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.*

LYLAT WARS

91% 5 — Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.


TOP TIP *Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.*

MACE: The Dark Age

81% 3 — GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.


TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.*

MADDEN 64

92% 3 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT




The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.


TOP TIP *At the create player screen type AT(space)Madden to get the All-Time Madden super team.*

MADDEN NFL '99

88% 5 — EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.


TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.*

MAGICAL TETRIS CHALLENGE

51% 2 — Activision • £40 • 1/2 players • rumble pak • on cart • Issue 34 • JB

Contemptible attempt to update Tetris with rubbish new shapes. Avoid, please.

TOP TIP *When you see this in the shop, stuff the £40 back in your pocket and run.*

MARIO GOLF

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • GB pak • Issue 34 • MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.


TOP TIP *Get all 108 birdie badges and play as Terminator Mario (hint: save and retry the hole to get him quicker).*

MARIO KART 64

91% 5 — Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD

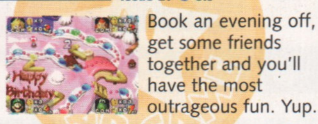



A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.


TOP TIP *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.*

MARIO PARTY

85% 4 — Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN

Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *To unlock the Eternal Star stage, complete all boards, then earn 100 stars and visit the Bank.*

MICHAEL OWEN'S WLS 2000

84% 4 — THQ • £45 • 1-4 players • rumble pak • controller pak • Issue 33 • MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.


TOP TIP *Get to the by-line and use R and B to cross the ball into the area. Touch the analogue stick for spectacular aftertouch.*

MICRO MACHINES 64 TURBO

86% 4 — Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 — Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

TOP TIP *Barbiturates are a quicker and less expensive method of ending it all.*

GAMES FOR LIFE

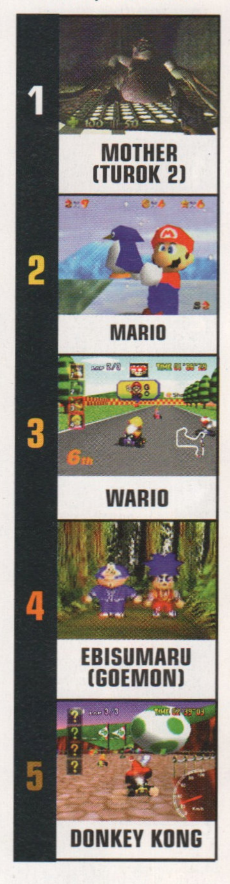
Paul Lombard of Cheltenham knows a good game when he sees one – or five, in this case. "These are my top five games that I will never trade in," he says. And who can blame him?



GO! GO!

GUTBUCKETS

Derek Patterson of Lochvale has compiled a list of "Fat N64 folk". Looks like Mazza could do with a month or two off the pies, then...



MISCHIEF MAKERS

90% 4 — Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB




It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

After the wait, *Mission*'s let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP *Continuously access your objectives as they can change without warning.*

MK MYTHOLOGIES

9% 0 — GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP *Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

MONACO GRAND PRIX

87% 4 — Ubi Soft • £40 • 1/2 players • rumble Pak • controller pak • Issue 27 • JB




Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 — Take 2 • £40 • 1-2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

TOP TIP *To access the Alpine Challenge Track, complete a circuit on 'medium' difficulty. For the Aztec Valley Track, do it on 'easy'.*

MORTAL KOMBAT 4



84% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

TOP TIP *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

MORTAL KOMBAT TRILOGY



34% 1 — GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP *Beat 8-Player Kombat and you can select Shoa Kahn's Lost Treasures.*

MULTI RACING CHAMPIONSHIP



71% 2 — Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP *Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.*

MYSTICAL NINJA

90% 4 — Konami • £50 • 1 players • controller pak • Issue 14 • TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

NAGANO WINTER OLYMPICS



32% 1 — Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

TOP TIP *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

NASCAR '99

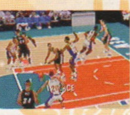
59% 1 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP *When you get bored of driving round in circles, go to bed.*

NBA COURTSIDE

90% 4 — Nintendo • £20 • 1-4 players • rumble pak • controller pak on cart • Issue 18 • MK

Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 — GT • £25 • 1-4 players • on cart • Issue 6 • JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.*

NBA JAM '99

83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.

TOP TIP *Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.*

NBA LIVE '99



64% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.

TOP TIP *Press R during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.*

NBA PRO '98



71% 2 — Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP *To improve your chances of landing free throws, simply tap Up on the controller a few times. It really is that easy.*

NHL PRO '99



52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above average slice of ice-based hockey, yes, but it can't compete with *Wayne Gretzky's* series.

TOP TIP *Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.*

NBA PRO '99



52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Konami ill-advisedly take a break from *ISS* brilliance to tackle basketball. The results are painfully average.

TOP TIP *Should you have £40 to spend on a basketball game, buy Kobe Bryant in NBA Courtside instead, eh?*

NFL BLITZ

87% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK

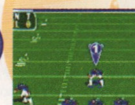


Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

NFL QUARTERBACK CLUB '98

86% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our comprehensive five-page guide to Yank-thrashing in N64/12. • Full list of cheats in N64/19.*

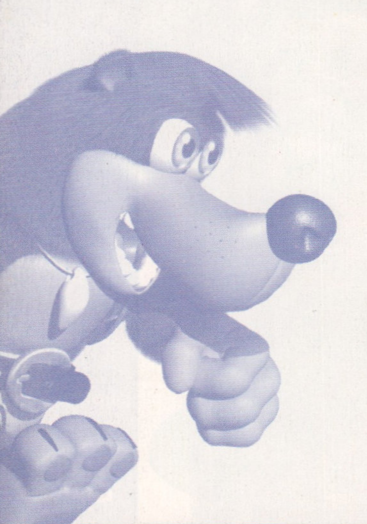
NFL QUARTERBACK CLUB '99

90% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*



NHL '99

74% 4
EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.


TOP TIP *Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).*

NHL BREAKAWAY

62% 2
Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.


TOP TIP *Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.*

NHL BREAKAWAY '99

64% 2
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.


TOP TIP *Catch those magic replay moments by zooming in on an individual player with the D-pad.*

OLYMPIC HOCKEY

60% 1
GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.


TOP TIP *Check out N64/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

PENNY RACERS

58% 2
T•HQ ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP *Take your £40 down to HMV and steer clear of this tripe.*

PILOTWINGS 64

89% 5
Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.*

PREMIER MANAGER 64

82% 4
Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.


TOP TIP *Remember to re-adjust your squad every time you play. Unfortunately PM64 takes it upon itself to rearrange things when your back's turned.*

QUAKE 64

79% 3
GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.


TOP TIP *Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.*

QUAKE II

90% 4
Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG



The one-player game is a little outdated but the multiplayer is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAKUGA KIDS

80% 4
Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.


TOP TIP *If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.*

RAMPAGE WORLD TOUR

54% 1
GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.


TOP TIP *Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.*

RAMPAGE 2 UNIVERSAL TOUR

22% 0
Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could possibly waste your money on.

TOPTIP *To get all the characters enter N0T3T at the password screen.*

RE-VOLT

73% 3
Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● MG

Great track editor and annoying gameplay combine to better-than-average effect.


TOP TIP *Because the courses are so tricky to follow, it's worth remembering that Top-C will put your car back on course if you get lost.*

ROBOTRON 64

75% 2
GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.


TOP TIP *At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.*

ROGUE SQUADRON

85% 4
Lucas Arts ● £50 ● 1 player ● cart ● rumble pak ● expansion pak ● Issue 25 ● TW




Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUGRATS TREASURE HUNT

48% 1
T•HQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MG

Dire rip-off of *Mario Party*, with none of the sub-games and none of the fun. Crud.

TOP TIP *Move forward a few extra spaces on the board and jump on Spike's back.*

RUSH 2 EXTREME RACING USA

73% 4
GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP *Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.*

SAN FRANCISCO RUSH

82% 3
GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP *To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.*

SCARS

79% 3
Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

TOP TIP *When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.*

SHADOWGATE 64

43% 2
Kemco ● £40 ● 1 player ● rumble pak controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

TOP TIP *To defeat Belezar, put the dragon eye on the fake Staff of Ages. To defeat the Warlock Lord, put the Staff of Ages and the ring in the hands of the statue of Lord Jair.*

SHADOWMAN

93% 5
Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB




Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

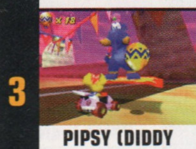
ANNOYBOY 64

Anthony Kay of Macclesfield has pinpointed the five most irritating characters on the N64. Fair enough, say we – but where's Gex? (And Tim – heretic! – suggests Mario. Ignore him, readers.)



1 SLIPPY TOAD (LYLAT WARS)

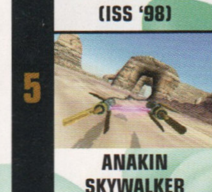
2 NATALYA (GOLDENEYE)



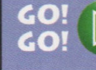
3 PIPSY (DIDDY KONG RACING)



4 TONY GUBBA'S COMMENTARY (ISS '98)



5 ANAKIN SKYWALKER



GENIUS!

A truly original chart, this one. Matthew Crosby of Great Bookham has put pen to paper and sent us his five "most inspired works of genius". They're a little, erm, left of centre, but anyway – Yowsah!



SHADOWS OF THE EMPIRE

78% 3 Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

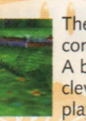
Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.



TOP TIP *On the Jedi difficulty setting, the Wampas will be your friends if you get all the challenge points.*

SILICON VALLEY

91% 5 Take 2 • £50 • 1 player • on cart • Issue 22 • MK

The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SOUTH PARK

73% 3 Acclaim • £40 • 1-4 players • rumble pak • Controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first person shooter.

TOP TIP *Enter BOBBYBIRD as your password to unlock absolutely everything.*

SNOWBOARD KIDS

86% 4 Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA




Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!



TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

STARSHOT SPACE CIRCUS FEVER

68% 2 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.



TOP TIP *Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.*

STAR WARS EPISODE 1: RACER

88% 5 Nintendo • £50 • rumble pak • 1/2 players • expansion pak • on cart • Issue 30 • MK




Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.



TOP TIP *Hold Z when selecting the Start Game option and you'll be treated to a cut scene showing your racer trading insults with the course favourite.*

SUPERMAN

14% 0 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

Fortunately games are rarely this dull. Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.



TOP TIP *Level Select: After saving your game, hit reset, go to load game and when it asks you to put in the rumble pak, hold L + B for a few seconds and while holding them hit A.*

SUPER MARIO 64

96% 5 Nintendo • £50 • 1 player • on cart • Issue 1 • ZN



Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

TETRISPHERE

69% 3 Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

TOP TIP *Type in the word VORTEX on the password screen, then press and hold the Reset button for a strange animated sequence.*

THE NEW TETRIS

88% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK




At last! The definitive non-GB Tetris game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

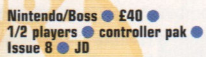
TONIC TROUBLE

55% 2 Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

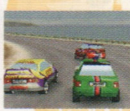
Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TOP TIP *Avoid the giant tomatoes by holding Z and moving left and right. Sounds obvious, but it's never ever mentioned in the game.*

TOP GEAR RALLY



86% 4 Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR OVERDRIVE

79% 3 Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP *Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.*

TUROK DINOSAUR HUNTER

91% 4 Acclaim • £30 • 1 player • controller pak • Issue 1 • TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *• Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 SEEDS OF EVIL

95% 5 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW




A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TWISTED EDGE

60% 2 Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.



TOP TIP *Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!*

VIRTUAL POOL 64

77% 4 Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

TOP TIP *To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.*

VIGILANTE 8

74% 3 Activision • £40 • 1/4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.

TOP TIP *Use the password JTBT7CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable a hi-res mode.*

V-RALLY 99

90% 5 Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.



TOP TIP *On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.*

WAR GODS

46% 0 — GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.


TOP TIP *To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.*

WAVE RACE 64

90% 5 — Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.


TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% 3 — GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.


TOP TIP *Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.*

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 — GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.


TOP TIP *Issue 11 featured a guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.*

WCW/NWO REVENGE

75% 3 — T•HQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.


TOP TIP *During a match, press Z to make the computer take control for a while. • Tips in issues 23 and 24.*

WCW vs NWO WORLD TOUR

70% 2 — T•HQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.


TOP TIP *Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.*

WETRIX

74% 3 — Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.


TOP TIP *Complete all 16 practice rounds to get a choice of groovy floor patterns. • Guide in issue 18.*

WIPEOUT 64

88% 5 — Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.


TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

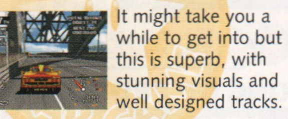
73% 2 — EA • £40 • 1/4 players • Controller pak • Issue 16 • JA

FIFA as *FIFA's* always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

TOP TIP *Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.*

WORLD DRIVER CHAMPIONSHIP

91% 5 — Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 33 • JB

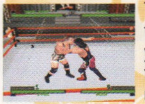



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Then press Left, Right, Right, Left, Down, Up at the next screen.*

WWF ATTITUDE

88% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG

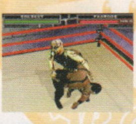



The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.


TOP TIP *For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.*

WWF WARZONE

85% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.


TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

YOSHI'S STORY

86% 5 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 15 • TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.*

Import releases
(not yet released in UK)

64 O-SUMO

90% 4 — Bottom Up • 1/2 players • rumble pak • controller pak • Issue 11 • ME



Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% 2 — Human • 1/2 players • rumble pak • controller pak • Issue 16 • TW

Unusual and quirky but there are no proper objectives and no real challenge. Looks great, plays boringly.

A BUG'S LIFE

62% 2 — Activision • 1 player • rumble pak • controller pak • Issue 31 • JB

A great movie. A basic, primitive platformer. No surprise there, then, eh?

AUGUSTA MASTERS '98

40% 1 — T&E Soft • 1-4 players • rumble pak • controller pak • Issue 14 • JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% 0 — Hudson • 1 player • rumble pak • controller pak • on cart • Issue 20 • JP

Cheap and nasty mixture of simplistic shooting games.

BOTTOM OF THE NINTH

44% 2 — Konami • 1/2 players • controller pak • on cart • Issue 30 • TW

Baseball with none of the hi-res majesty of Acclaim's *All Star* games. Truly unremarkable.

CHORO Q 64

56% 1 — Takara • 1-4 players • rumble pak • controller pak • Issue 20 • MK

Painfully slow clockwork racer. Tedious.

DENRYU IRA IRA BOU

65% 2 — Hudson • 1/2 players • Issue 12 • JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% 4 — Athena • 1-4 players • rumble pak • on cart • Issue 19 • MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON

60% 1 — Epoch • 1 players • controller pak • on cart • Issue 2 • TW

A slightly confusing and all-too-tedious *Mario* clone.

DORAEMON 2

52% 2 — Epoch • 1 player • on cart • Issue 26 • JB

The world's favourite blue atomic cat returns in another brief, mildly diverting *Mario* clone for the younger player.

F-CUP MANIAX

85% 4 — Imagineer • 1-2 players • rumble pak • controller pak • Issue 34 • JB

The Japanese version of *Fighter's Destiny 2* is a first-rate beat-'em-up. PAL release please.

FAMISTA 64

68% 1 — Namco • 1-4 players • controller pak • Issue 11 • TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FILM-O-MATIC

Oliver Harrison of Desborough has written in with his top five games that should be movies. And wouldn't you know, Shadowman is actually in the process of being turned into a film – starring none other than Ice Cube. We'd have preferred Samuel L. Jackson, but never mind, eh?



MUSIC TO MY EARS

"The N64 can't do music, eh? Rubbish!" spouts Derrick Downty from Rotherham. "The music in these games is amongst some of the best I've ever heard, you know..." We do, yep. So, here are the N64's top five choons...



FIGHTING FORCE
26% 1 Core/Crave ● 1-2 players ● controller pak ● rumble pak ● Issue 31 ● JB

A shocking conversion of a rubbish PlayStation game.

FOX COLLEGE HOOPS
25% 0 Fox Interactive ● 1/2 players ● controller pak ● rumble pak ● Issue 26 ● TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GET A LOVE PANDA LOVE UNIT
??% 2 Hudson ● 1 player ● on cart ● rumble pak ● Issue 26 ● TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwrrr...

GLORY OF ST. ANDREWS
58% 0 Seta ● 1-4 players ● on cart ● Issue 1 ● TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET
52% 2 EA ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 2
82% 5 Pack In Soft ● 1 player ● controller pak ● Issue 28 ● MK

Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64
69% 1 Video System ● 1 player ● controller pak ● Issue 7 ● JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER
66% 1 Imagineer ● 1-4 players ● controller pak ● Issue 8 ● TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT
52% 0 Hudson ● 1/2 players ● controller pak ● Issue 10 ● TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER
89% 3 Konami ● 1-4 players ● controller pak ● Issue 1 ● TW

Konami prove their footballing dominance with a magical soccer sim.

J-LEAGUE PERFECT STRIKER 2
90% 5 Konami ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● TW

New RPG mode could mean absolute perfection. Pity it's impossible to understand.

JEOPARDY!
9% 0 Take 2 ● 1-3 players ● controller pak ● Issue 16 ● MK

Less a game, more a vile disease.

IKKYOU WORLD CUP '98
91% 4 Konami ● 1-4 players ● controller pak ● Issue 18 ● TW


ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL
68% 1 Imagineer ● 1-4 players ● on cart ● Issue 1 ● TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU
60% 2 Imagineer ● 1-4 players ● controller pak ● Issue 25 ● TW

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LAST LEGION UX
60% 3 Hudson ● 1-2 players ● rumble pak ● controller pak ● Issue 32 ● MK

Intriguing twist on Sega's Virtual On that never quite comes off.

LEGEND OF THE RIVER KING
56% 3 Natsume ● 1 player ● on cart ● rumble pak ● Issue 26 ● JB

One of those fishing RPGs the Japanese adore.

LET'S SMASH
67% 3 Hudson ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● TW

Not the tennis game we hoped for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

MAGICAL TETRIS
59% 2 Capcom ● 1/2 players ● on cart ● rumble pak ● Issue 26 ● JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64
65% 1 Koei ● 1-4 players ● controller pak ● Issue 3 ● JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER
69% 2 Konami ● 1-4 players ● on cart ● controller pak ● Issue 1 ● WO

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL
74% 4 Nintendo ● 1-4 players ● rumble pak ● Issue 18 ● MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

MARIO GOLF 64
90% 5 Nintendo ● 1-4 players ● on cart ● rumble pak ● GB pak ● Issue 31 ● MK

It might be golf, but Mazza and his mates are in it and we love it.

NEON GENESIS EVANGELION
61% 3 Bandai ● 1 player ● rumble pak ● on cart ● Issue 35 ● JB

Odd mix of limited battle action and anime-style cut-scenes. With giant robots.

NIGHTMARE CREATURES
57% 1 Activision ● 1 player ● rumble pak ● controller pak ● Issue 25 ● MK

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a mound of chuff.

cut out and send



Club64 DIRECTORY readers top five

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REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

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Game wanted ....

OFF ROAD CHALLENGE
21% · 0 · Midway ● 1/2 players ● rumble pak ● controller pak ● Issue 19 ● JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

OGRE BATTLE 3
61% · 3 · Quest ● 1 player ● rumble pak ● on cart ● Issue 34 ● MG

Excellent strategy/RPG – but swamped with progress-hampering Japanese text.

PACHINKO WORLD 64
12% · 1 · Hewia ● 1 player ● Issue 13 ● TW

Like pinball without the skill or fun. Dull, dull, dull.

PIKACHU GENKI DECHU
75% · 3 · Nintendo ● 1 player ● rumble pak Issue 25 ● ME

With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POCKET MONSTERS SNAP
80% · 4 · Nintendo ● 1 player ● rumble pak ● on cart ● Issue 29 ● MG

Innovative *Pocket Monsters* tie-in involving a photo safari in the sweet furry creatures' land.

POKÉMON STADIUM 2
83% · 4 · Nintendo ● 1-4 players ● on cart ● GB pak ● Issue 32 ● MK

Way too difficult unless you're fluent in Japanese. It should be with us in March and should be huge.

POWER LEAGUE 64
42% · 0 · Hudson ● 1/2 players ● controller pak ● Issue 7 ● JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4
54% · 2 · Konami ● 1/2 players ● controller pak ● Issue 3 ● TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5
78% · 3 · Konami ● 1-4 players ● controller pak ● Issue 17 ● MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64
80% · 3 · Compile ● 1/2 players ● on cart ● Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollicking fun. So, if you're rich, try it on for size.

SIM CITY 2000
83% · 3 · Imagineer ● 1 player ● controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS
90% · 5 · Nintendo ● 1-4 Players ● on cart ● rumble pak ● Issue 26 ● JB

N64 ★ Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2
80% · 4 · Atlus ● 1-4 players ● controller pak ● rumble pak ● Issue 28 ● JA

Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER
71% · 3 · Imagineer ● 1/2 players ● controller pak ● on cart ● rumble pak ● Issue 26 ● JA

Skiing *and* snowboarding sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER
62% · 1 · Hudson ● 1 player ● rumble pak ● on cart ● Issue 19 ● MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER BOWLING
72% · 4 · Athena ● 1-4 players ● controller pak ● rumble pak ● Issue 30 ● MG

Rather good straight bowling action with plenty of cool little extras. PAL version soon, please!

SUPER ROBOT SPIRITS
58% · 2 · Banpresto ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA
78% · 4 · Konami ● 1-4 players ● controller pak ● Issue 15 ● TW

Yet another *Puyo Puyo* game, but enjoyable all the same.

TAMAGOTCHI WORLD 64
79% · 4 · Bandai ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64
42% · 1 · Seta ● 1-4 players ● on cart ● Bio pak ● Issue 26 ● JA

Clip the bio pak's monitor to your ear (no really!) and look like a plonker as you play another inferior *Tetris* clone.

TOKON ROAD
49% · 1 · Hudson ● 1-4 players ● Issue 12 ● DM

A tedious old wrestling sim

TRIPLE PLAY 2000
50% · 2 · EA ● 1-4 players ● rumble pak ● controller pak ● Issue 29 ● MG

Inferior baseball game from the kings of inferior sports efforts. Sadly the game will no doubt sell millions in the USA.

TRUMP WORLD
21% · 1 · Bottom Up ● 1-4 players ● on cart ● Issue 21 ● MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS
76% · 3 · Titus ● 1/2 players ● rumble pak ● on cart ● Issue 18 ● TW

Just what you've been waiting for – a chess sim...

WCW NITRO
42% · 1 · THQ ● 1-4 players ● controller pak ● Issue 27 ● JP

A third-rate conversion of an already pretty ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE
17% · 0 · Gametek ● 1-3 players ● rumble pak ● Issue 11 ● TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2
55% · 2 · Enix ● 1 player ● controller pak ● Issue 1 ● WO

You have to guide a robotic girl through various 'real-life' situations. Weird and very Japanese.



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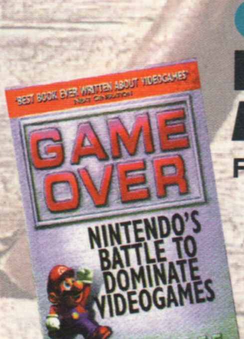
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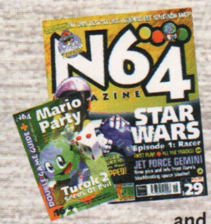
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ISSUE 29

The Star Wars Edition

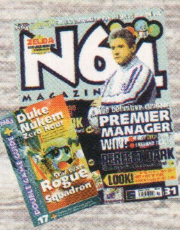
We had the first play of *Star Wars Episode 1: Racer* plus new pics of Rare's blockbuster *Jet Force Gemini*. We also tipped *Duke Nukem: Zero Hour, Monaco Grand Prix* and *Castlevania*. ● The Double Game Guide + provided a complete walkthrough for *Turok 2* and extensive tips on multiplayer smash *Mario Party*.



ISSUE 30

The Perfect Dark Edition

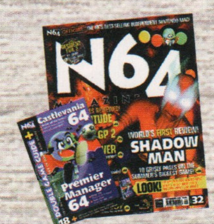
It's going to be bigger than *GoldenEye* and we had 60 new pics and an exclusive Q&A with Rare. Plus latest news and shots on *Resident Evil 2, Jet Force Gemini, Donkey Kong 64* and *Quake II* and a huge review of the fantabulous *Star Wars Episode 1: Racer*. ● Issue 30 also came with an exclusive **N64** keyring. Don't miss out!



ISSUE 31

The Premier Manager Edition

An exclusive review of the N64's first footy management sim, plus details of two new *South Park* games, and four pages of new *Perfect Dark* shots. Latest news on *Armorines* plus six pages of tips for *Episode 1*. ● The DGG+ had a complete playing guide for *Castlevania* and tips for *Premier Manager 64*.



ISSUE 32

The Shadowman Edition

The first ever review of this grisly action adventure, plus reviews of *WWF Attitude, World Driver* and *Quake II*. We also took a closer look at forthcoming scare-'em-up *Resident Evil 2*. Don't miss it! ● The DGG+ had level-by-level tips for *Star Wars Episode 1: Racer* and a complete walkthrough for *Quake II*.



ISSUE 33

The Hybrid Heaven Edition

A world exclusive review of *Hybrid Heaven*, plus 31 new shots of multiplayer gore-fest *Turok: Rage Wars*. Where to find *Shadowman's* first 21 Dark Souls, a multiplayer *Quake II* guide and every finishing move from *WWF Attitude*. ● In the DGG+, tips for every *Episode 1: Racer* track and a complete *Quake II* walkthrough.



ISSUE 34

The Jet Force Gemini Edition

The world's first review of Rare's superb bug-blaster, *Jet Force Gemini*. Plus pics and the latest info on the games from Japan's Spaceworld show, including *Zelda Gaiden, Kirby 64, Mother 3* and *Super Mario Adventure*. ● Find every single Dark Soul in *Shadowman* with the help of our exhaustive Book of Secrets!

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Read all about it



Mountain Village residents mount petition against rooftop snowboarders. p7

July 17th 1999
Published in London, Washington and Kyoto

WORLD OF NINTENDO

Nintendo Newspaper Of The Year
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BIG HAND CLAIMS 17,836TH VICTIM

World destroyed!

Citizens jubilant

There were celebrations worldwide yesterday, as the Blast Corps demolitions squad succeeded in preventing the destruction of the planet by destroying everything on it.

Using a collection of vehicles, including a motorbike and a racing car, the Corps succeeded in causing several billion dollars-worth of damage in their quest to prevent a nuclear tanker from colliding with buildings.

"We had a number of options available to us," explained Corps member Amber Light. "In the event, we decided that smashing everything to bits was the most effective course of action."

The Corps have come in for criticism from some quarters. "They claim to have saved the planet," commented city mayor Bob Masters. "but I believe that they were simply crushing cities for kicks. They're mucking about, aren't they?"

Meanwhile, Blast Corps have received nothing but praise from grateful members of the public. "My house and everything in it has been reduced to rubble and dust," said one local. "Yesssss!"



Concern is once again growing over the safety of motorsports, as the galaxy-famous Big Hand track took another life yesterday afternoon, bringing the total killed to almost 18,000.

Arnold Pico, a barely-human tortoise-like mutant piloting a state-of-the-art Wild Goose craft, misjudged a turn on the suspended racetrack and plummeted over 2km to his death. Also seriously injured was James Coleman, the owner of the Ford Escort which broke Pico's fall.

An official enquiry has been launched into the incident, which aims to determine "exactly what caused Pico's death, aside from the racetrack sitting 2000 metres above the ground without any barriers".

In the meantime, a spokesman for the F-Zero Racing Organisation issued a statement denying that Pico lacked the experience to compete at a professional level. "All F-Zero pilots undergo rigorous training," she claimed. "Pico was no exception. He would have been fully prepared for hitting the ground at 700kph and bursting into a million pieces."

The race, the last in this year's Joker Cup Tournament, was eventually won by Capt. Tom Falcon. "It always saddens me to hear of the death of a fellow driver," he commented. "But I hear he managed to kill two other racers using the fruit machine sub-game, so that's something."

Nukem makes TV history

Monday night's episode of The Jerry Springer Show was the highest-rated in the show's history, with over 20 million tuning in to "You're a sadistic, womanising, cussin' killer!"

The show, which captured 76% of the total TV audience that night, featured a Mr Duke Nukem, who was accused of serial polygamy, blaspheming, and severing the heads of invading aliens.

A procession of ex-lovers and associates of Nukem were brought on to give evidence of the allegations, including a distraught mother who claimed Nukem had "ripped my son a new one". When Nukem responded by nodding and laughing, three bodyguards were required to drag the screaming, clawing mother off him.

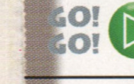
The most dramatic moment came near the end of the show, when Nukem interrupted Springer's 'Final Thought' by firing a twelve-bore shotgun into the air and screaming "Yeeeeee-haw!", before sarcastically commenting, "I'm sorry, did I break your concentration?"

Springer was unsurprised by the success of the show, which gained 3 million viewers more than 'My daughter's dating a deadside demon!', the previous highest-rated episode. "I knew Nukem would pull in the viewers," he commented. "I didn't count on him pulling my girlfriend too, though."

Attempts to talk to Nukem last night were met with a curt, "Stick it up your ass".



Also today:
Bowser Bypass blocked by Super Happy Treetop protesters – p12
Floods ravage North: New Wetrix high score in making – p5
50 Tipsy Mouse dog whistles to be won! – p17







Aero Gauge tournament bores three more to death! p3

WORLD OF NINTENDO

May 23rd 1999
Published in London, Washington and Kyoto

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A WoN SCOOP!

JANUS PROMISES ARMAGEDDON BY TEA-TIME



Double agent on course to destroy London

At a press conference yesterday, former MI6 spy and conniving double agent Alec Trevelyan reassured Britain that a 15-megaton nuclear warhead is still set to land on Londoners' heads by 5.30pm today.

"I will be running at incredible speed around the giant antenna cradle at Cuba tomorrow," promised Trevelyan. "While there, I will personally re-align the satellite and begin the harrowing three minute countdown to England's demise."

Trevelyan then adopted a tone of despicable evil. "Ha!" he said. "Ha! Ha! Haaaaaa!"

He cleared his throat and continued, "I am assured that no-one can stop me, unless an old colleague of mine happens to be in the area with a PP7 pistol and full knowledge of my plans supplied by a gorgeous, computer-literate Russian who miraculously survived the explosion at Severnaya".

Trevelyan's Janus Syndicate has suffered a number of setbacks in recent weeks. Super-tall crazed minx Xenia Onatopp was found dead in the Cuban jungle on Monday, and a number of expensive armoured mainframes were blown up early last week, leading to the somersaulting and gradual fading away of several guards.

MI6 have declared themselves "shaken, not stirred" by Trevelyan's plans, and are suspected to have assigned a sole agent the task of preventing the wholesale destruction of an entire nation.

Dinosaurs extinct!

Last Velociraptor killed by Turok

Animal rights campaigners roundly condemned self-proclaimed dinosaur hunter Joshua Fireseed yesterday, as it was revealed that his mission of turning every last dinosaur on the planet into meaty chunks has finally succeeded.

According to witnesses, the last surviving Velociraptor found itself face-to-face with a Cerebral Bore. Moments later, its brains lay in a sad puddle on the forest floor.

Fireseed was unrepentant last night. "People think these scaly monsters are all sweet and innocent," he seethed. "But try saying that after you've bumped into one with an automatic shot-gun."

A spokesman from the Save The Dinosaurs group said that dinosaur-lovers were inconsolable. "We wish we had dinosaurs left in captivity, but thanks to Fireseed disguising himself as a marmoset and sneaking into zoos, there are none."

An unexpected outcome of Fireseed's actions came yesterday, as a court ruled that the children he rescued should be entrusted to his own care. "I shouldn't have to look after screaming kids," commented Fireseed. "I... am... Turok!"



POLICE HUNT KART JOYRIDERS

Following a two-day reign of terror which has led to the deaths of three cuddly moles, police are hunting eight people who they describe as "out of control".

The youths, riding makeshift go-karts and hollering indecipherable catchphrases, decimated a beach and came close to causing a serious accident on a major highway as lorries swerved to avoid them.

"I'd been driving in a circle for a good three hours," described one truck driver. "Suddenly, a laughing ape screamed past on a kart, chucking banana skins directly into my path. Luckily, I managed to tap the brakes before I span uncontrollably."

The three moles were crushed as a mushroom-hatted midget drove at speed through a local farm. "He was really racing," described farm owner Mr M. Moo. "I think he'd been at the super mushrooms."

Police are to stage a reconstruction of the incidents on next week's Crimewatch. "Finding look-alike actors has been tricky," admitted Chief Constable Koopa. "We urge anyone who resembles a giant gurning ape or orange-skinned turtle king to contact us immediately."

Also today:
- Adam Drake in court for mowing down 132 pedestrians – p7
- Did dogs have the power of speech in Edo Japan? – p15
- Superman's legs trapped in wall of building – p5

Two-day cleaning effort over: church spire now "completely clear" of Birdman's remains. p3

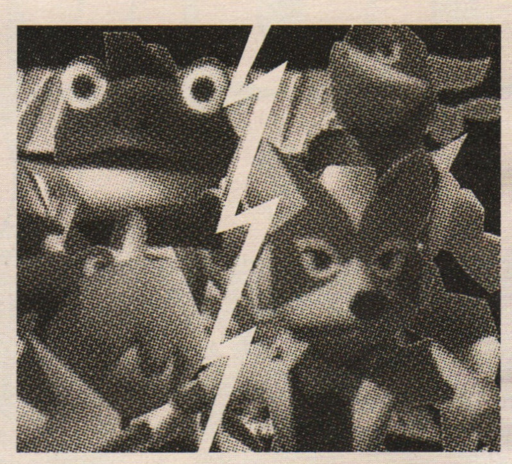
WORLD OF NINTENDO

August 9th 1999
Published in London, Washington and Kyoto

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STARFOX SPLIT!

Helpline set up for grief-stricken fans



After several days of conjecture, Fox McCloud yesterday confirmed that his group, Starfox, would disband after the release of their next enslaved planet.

At a hastily-convened press conference, all four members of Starfox sat glum-faced as McCloud confirmed that "the rumours are true. After we've completed the next world tour, we're choosing separate routes".

Slippy Toad, fighting back tears, outlined the reasons for the split. "We want to branch out on our own. We've all had other offers – all sorts of people have been chasing me, and I've found it almost impossible to shake them off."

Since forming six years ago, Starfox have racked up an unparalleled number of hits. Their finest moment arguably came in 1997, when they twice saw off rival band Starwolf and put paid to the all-conquering Andross in his home territory.

In recent times, however, Starfox have found themselves being attacked from all sides. Falco Lombardi and Slippy Toad in particular have been singled out, with comments such as "Annoying bird!" and "Stick to the pond, froggie!"

The press conference was a bittersweet occasion, as all four Starfox members were presented with gold rings in recognition of their achievements. "I suppose I should be grateful," commented Falco.

GUILTY! Link did destroy Ganon's Castle

Following last year's razing to the ground of Ganon's Castle, a jury at Hyrule Crown Court yesterday found Mr K. Link guilty of causing wilful destruction to a Grade 1 listed building.

During the trial, Link – dressed in pale grey tights and a green dress – asked for seven other offences to be taken into consideration, including fishing without a licence, endangering wildfowl, and boomeranging without due care and attention.

Link's arrest came late last March, after a young female witness claimed there was "something familiar about him" at a police line-up. Since then, Princess Ruto Zora has come forward to accuse Link of assault, claiming that on many occasions he "literally picked me up and threw me across the room".

Amongst those campaigning for Link's acquittal were his fairy friend Navi, who caused controversy by claiming that the elf had passed a Lens of Truth detector test in March, the results of which are not submissable by law.

The whereabouts of Mr Ganon himself, the owner of the castle in question, are still unknown. Police say that Link's own theory – that Ganon transformed into a giant roaring beast with a spiky tail and the biggest sword in the world – is not being taken too seriously.



MARIO SAFE AND WELL

Fifteen days into have-a-go hero Mario's crusade to find missing royal Princess Peach, his brother Luigi has reported that the plumber is alive and well.

However, the latest message sent by Mario, which describes how he has discovered a way of "turning into metal" after "jumping up and down on the head of a giant floating sea monster", has fuelled fears that his arduous quest is slowly getting the better of him.

Worries about Mario's mental health began with early communications, within which Mario spoke of "rescuing a giant bouncing face", and a brush with a "homicidal slab of stone."

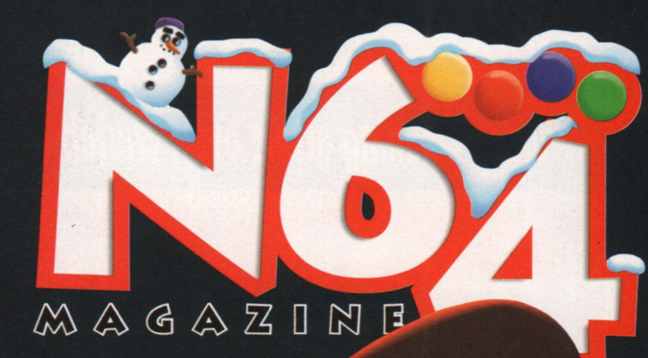
Since then, a number of people who glimpsed Mario last week described him as looking dishevelled and unkempt, with visible facial hair growth, untidy sideburns and a monstrous mullet.

It is not clear how close Mario is to finding Princess Peach, although royal insider King Bowser told BBC News yesterday that "the little ant will never find her!", before setting fire to the reporter's buttocks and laughing heartily.

Also today:
- Micro Machines race abandoned after driver drowns in cornflakes – p13
- Mid-space BFG bloodbath kills three – p5
- Tony Gubba sacked for "endless repetition" – p7



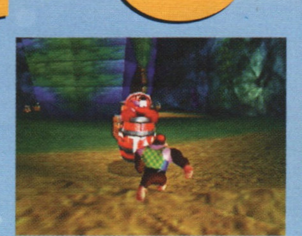
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BIGGEST EVER REVIEW

DONKEY KONG 64

Rare's ape-tastic blockbuster is here! Find out everything you need to know – only in N64!



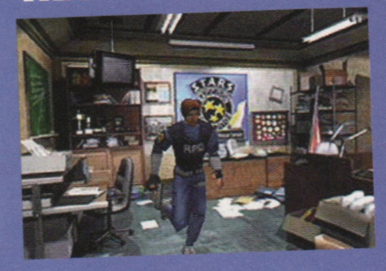


ALSO REVIEWED

SUPER SMASH BROS



RESIDENT EVIL 2



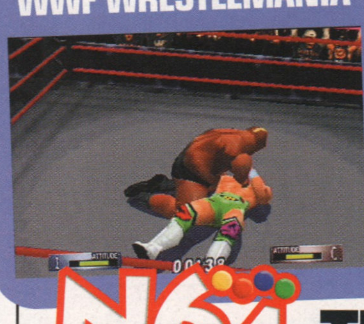
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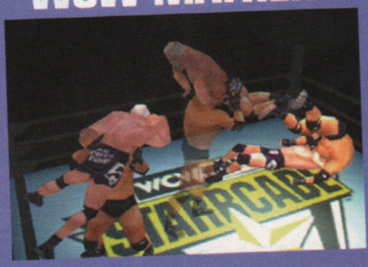
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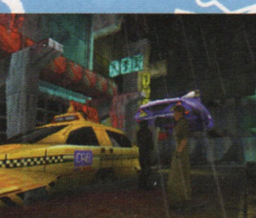
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ZELDA GAIDEN



PERFECT DARK

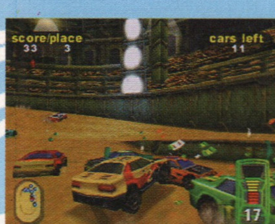


SUPER MARIO ADVENTURE



Reviewed!

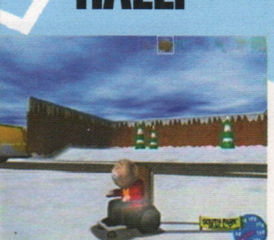
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ROAD RASH 64



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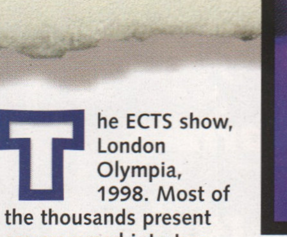


Wish you were here.

Where the games that came and went like ships in the night get put in the spotlight and given the praise they always deserved. Poetic. Justice.

Silicon Valley

with Mark Green

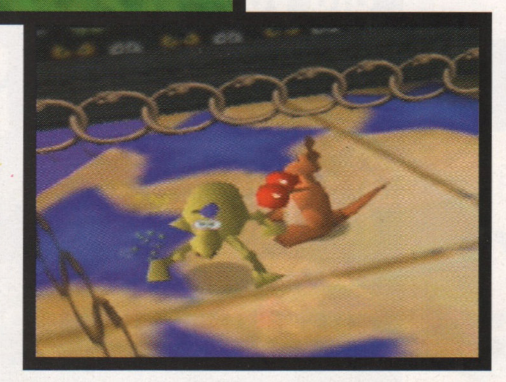


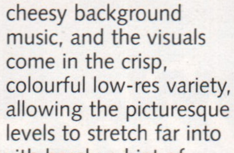
The ECTS show, London Olympia, 1998. Most of the thousands present are crammed into two small areas – the raised podium where the real-life Lara Croft is showing off her pistols, and the tiny alcove where a nearly-finished version of *Legend of Zelda* is *finally* available to play.

Not me, though. I've temporarily forgotten that Link and Ms Croft even exist, thanks to an unassuming little game tucked away in the shadowy depths of Nintendo's colossal stand. *Spacestation: Silicon Valley* is giving me my first ever opportunity to race a dog-on-wheels up a grassy slope, fire off a barrage of missiles at a jumping sheep, then clamber inside its corpse and bring it back to life under my control. Unsurprisingly, I'm loving every single minute of it.

Today, over a year since its release, *Silicon Valley* still displays more imagination than games which attract ten times the attention. The combination of platforming, puzzling, strategy and shooting means there's something fresh at every turn. A helicopter-rabbit collecting dead professor's severed heads, a penguin chucking snowballs at a rocket-firing polar bear, a kangaroo pummelling a camel senseless in a boxing ring – it's a refreshing change from other developers' tiring "Hey! Let's copy *Mario*!" stance.

Incredibly, *Silicon Valley* manages to turn its grisly subject matter – murdering animals, inhabiting their bodies and adopting their unique traits – into something joyously cuddly. Every one of the 40-or-so beasts is impeccably designed, right down to the way they sway in time to the cheesy background music, and the visuals come in the crisp, colourful low-res variety, allowing the picturesque levels to stretch far into the screen with barely a hint of fogging. Acclaim, take note.





But *Silicon Valley* is a pleasure mainly because of the amount of brain-scrambling pain it puts you through. This isn't a game to buy on Friday and complete on Sunday – there's a specific route to the end of each level, which requires plenty of head-scratching, finger-drumming thinking time to finally figure out. It's difficult, but it's never a chore; who cares if laying a rat's explosive turd at the feet of a lumbering gorilla didn't actually kill it – at least you had a whole heap of fun trying.



If you've got this far without entirely understanding what *Silicon Valley* is actually *about*, that's understandable. The very best N64 games are often the ones that need to be played to be appreciated. Which leads to the inevitable question: exactly what are you waiting for?

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This issue on sale Wednesday 3rd November
Next issue on sale Monday 29th November

N64 MAGAZINE
35 DECEMBER 1999

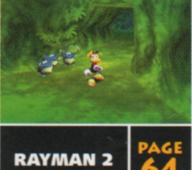
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